MADEIRA

SECOND EDITION

BASE GAME - RULEBOOK

60-150 | **2-4** | **12+**
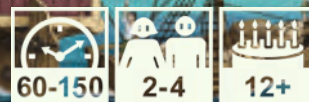
Game Background

Madeira is an island officially discovered early in the 15th century by Portuguese seafarers. Madeira, the Portuguese word for wood, refers to the dense forest that covered its wild, fertile landscape. This, and its strategic position far into the Atlantic Ocean made the island one of the most significant Portuguese discoveries. Madeira served as a "laboratory" for what would become the Portuguese Empire.

Wheat plantations were the first means for survival on the island. After that, when D. Henrique decided to increase the economy of the Empire, sugar became the core business. Once sugar started coming from other places in the world, such as Africa and Brazil, profits from sugar were no longer enough, and production of the very famous Madeira wine became the most important economic product of the island.

Players try to adapt themselves to these constraints, working to find better fields for farming the right goods and for obtaining precious wood, essential for erecting new structures in the cities and for launching ships.

In turn, the ships are crucial for trading in foreign markets, as well as for taking part in new expeditions to discover other countries.

Madeira has been established just as it was in the original administrative division of the island under 3 captaincies (Funchal, Machico, and Porto Santo), where the ultimate goal is to develop the Island, gaining the most prestige under and for the Portuguese Crown.

The Crown of Portugal has a series of requests regarding expeditions, urbanization, opening trade routes, increasing wealth, and controlling the guilds on the islands. Three times during the game, the players gain prestige for fulfilling certain requests by the Crown.
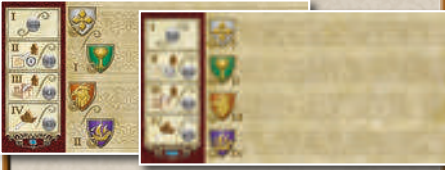
At two other times, the Crown requests that the islands change the focus of their agriculture due to the changes in the world.

Players must carefully choose the correct timing to show their achievements. Too early and you don't gain as much prestige, too late and you risk someone else stealing the best opportunities. Will you have what it takes to excel in all of these endeavors?
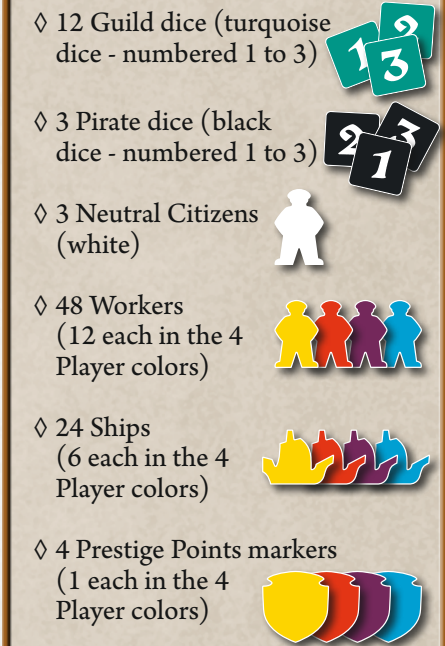
Beware, wheat may become scarce, money is never enough, the population is hungry, and the shadow of piracy looms large….

Components

- ◊ 1 Game Board
- ◊ 2 Guild Boards

- ◊ 12 Guild dice (turquoise dice - numbered 1 to 3)
- ◊ 3 Pirate dice (black dice - numbered 1 to 3)
- ◊ 3 Neutral Citizens (white)
- ◊ 48 Workers (12 each in the 4 Player colors)
- ◊ 24 Ships (6 each in the 4 Player colors)
- ◊ 4 Prestige Points markers (1 each in the 4 Player colors)

- ◊ 4 Turn Order markers (1 each in the 4 Player colors)
- ◊ 4 Windmill markers (1 each in the 4 Player colors)
- ◊ 12 Action Markers (3 each in the 4 Player colors)
- ◊ 4 Characters

- ◊ 20 Crown's Requests (10 with 2 heads on the back, 5 with 3 heads, and 5 with 4 heads)
- ◊ 4 Starting Crown's Requests (with 1 to 4 golden crowns on the back)

- ◊ 12 Guild Favors (3 each in the 4 Guild colors)
- ◊ 8 King's Rewards (4 with an A on the back, 4 with a B on the back)
- ◊ 48 Value-1 Goods (16 each of Wheat, Sugar, and Wine)
- ◊ 18 Value-3 Goods (6 each of Wheat, Sugar, and Wine)
- ◊ 40 Wood (worth 1 each)
- ◊ 20 Value-1 Bread
- ◊ 12 Value-3 Bread
- ◊ 40 Pirate tokens (values 1, 3, 6, 12)
- ◊ 49 Real coins (values 1, 3, 5)
- ◊ 4 Round Overviews

Initial Preparation

All the rules are explained for a 4-player game. Any rule exceptions for a 2- or 3-player game will appear in green.

At the end of the initial preparation, return any unused components to the game box.

1. Game Board

Lay out the Game Board in the middle of the table. The Game Board is divided into 6 Areas (*see picture, right*): City Watch, Windmill, Colonies, Markets, Cities, and Islands.

2. Guild Board

There are 2 Guild Boards. One is for a 4-player game, the other one has different sides for 3-, and 2-player games. The number of players is indicated by the number of heads depicted in the bottom left of the Board.

Take the appropriate Guild Board and lay it out next to the Game Board.

The Guild Board is divided in 2 areas: The Passing Column and the Guild Column (*see image Page 3*).
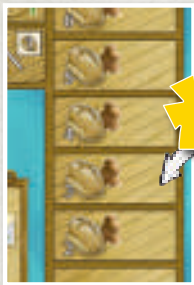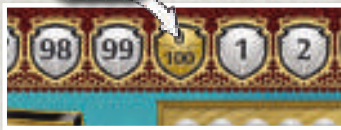
7. Crown's Requests

Shuffle all the Crown's Requests (*the ones with the heads on the back*) and lay them out randomly in the Guild Column on the Guild Board, face-up in rows of 5 each (*see image below as an example*).

There are 3 rows in the Guild Board for a 3-player game: use the 15 Crown's Requests having 2 and 3 heads on their back

There are 2 rows in the Guild Board for a 2-player game: use the 10 Crown's Request having 2 heads on their back.

3. Prestige Points

(from now on PP)

Each player chooses a color (**Yellow**, **Red**, **Purple**, or **Blue**), and places their PP markers on "0" on the PP track.

8. Guild Dice

Roll 3 **Guild dice** and put them on the top row of the Guild Board, at the side of the Crown's Requests, being careful not to change the values rolled.

Repeat this with 3 more **Guild dice** for each of the remaining rows (*see image below as an example*).

There are 3 rows in the Guild Board for a 3-player game, so use only 9 **Guild dice**.

There are 2 rows in the Guild Board for a 2-player game, so use only 6 **Guild dice**.

4. Windmill

Each player places their Windmill markers on "3" in the Windmill track.

5. Starting Crown's Requests

Shuffle the 4 Starting Crown's Requests (*the ones with the golden crowns on the back*).

Each player gets 1 of them at random, and places it face-up in front of themselves.

The player that has the Starting Crown's Request with the **most crowns** on the back is the **1st player**.

6. Initial Order of Play

The initial order of play is established in **clockwise** order around the table, starting with the 1st player.

Each player places their **Turn Order marker** on the **Passing Column** of the Guild Board accordingly:
1st player places the Turn Order marker on the topmost slot (I), 2nd player on slot II, and so on (*see image on the right as an example*).

Use only slots I, II, and III in a 3-player game, and only slots I and II in a 2-player game.

Note: This limitation only applies during the Initial Preparation. For the rest of the game, when you move your Turn Order marker to the Passing Column, you can move it to any empty slot (I to IV).

9. Pirate Dice

Roll the 3 **Pirate dice** and put them on the City Watch, being careful not to change the values rolled (*see image on the right as an example*).

10. Colonies

There are 3 Colonies (Açores, Brasil, India), each one depicting 2 King's Reward Slots at the bottom.

Divide the 8 King's Reward tiles into two groups according to the letter on their back, and shuffle each group separately.
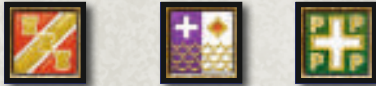
Then randomly place **face up** 2 tiles for each Colony: one 'A' tile on the 'A' slot, and one 'B' tile on the 'B' slot (*see image on the right as an example*).

The remaining 2 tiles won't be needed for this game and can go back into the box.

King's Reward Slots

11. Cities

There are 3 Cities (Porto Santo, Funchal, and Machico), indicated by the symbol on their right.

Porto Santo   Funchal   Machico

Each City has 6 districts, each with 2 City spots.

District →
City Spot →

11.1 Shuffle the **12 Guild Favors**, then randomly place **face up** 1 tile on each of the 4 rightmost districts of each City, therefore leaving the 2 leftmost districts of each City empty (*see image below as an example*).
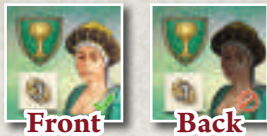
Front   Back

11.2 Place **1 Neutral Citizen** on the now-rightmost empty spot of each City (*see image below*).

12. Wood

Each Island is divided in Fields: Good Fields, each showing a Good (Wheat, Sugar, or Wine), and the Forest Field (located in the middle of the big Island, *see image below*).

Some Good Fields have 3 numbers depicted to the side of the Good.

Put as many **Wood** as indicated by the **top number** over the depicted Good of such Fields.

Put as many Wood as indicated by the middle number in a 3-player game, and by the bottom number in a 2-player game.

EXAMPLE: 2-player game. In this Island, you must put 1 Wood on the rightmost Sugar Field, and 1 Wood on the rightmost Wheat Field.
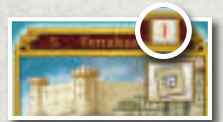
13. Characters

The Islands are divided into 3 Regions, indicated by the big numbers on the Game Board (*see image below*).

There are 5 Buildings depicted on the game board, each one connected to a Region.

▸ **Alfândega** is in Region 1
▸ **Moinho** and **Capitania** are in Region 2
▸ **Fortaleza** and **Casa da Coroa** are in Region 3

Shuffle the **4 Character** tiles and place them randomly face-up on the **Buildings**, leaving Fortaleza (the one with the Roman numeral I in its upper-right) empty (*see image below as an example*).

Commander   Steward   Guild Master   Mayor

Region 3

Fortaleza

Casa da Coroa

Alfândega

Forest Field

Moinho

Region 1

Capitania

Region 2

14. Player's Home Supply

Each player sets the following items in front of themselves, in order to create their Home supply:

a. 12 Workers, 6 Ships, and 3 Action Markers of their chosen color

12x **6x** **3x**

b. 1 Wheat, 1 Sugar, 1 Wine, 1 Wood, 4 Bread, 6 Pirates, and 5 Reals

1x **1x** **1x** **1x** **4x** **6x** **5x**

c. Additional Reals according to their starting position: 1st player gets additional 2 Reals; 2nd player, 3 Reals; 3rd player, 4 Reals; 4th player, 5 Reals.

+2 **+3** **+4** **+5**
I **II** **III** **IV**

15. Initial Player Setup

15.1 Each player moves 2 Workers from their Home to the City Watch.

15.2 Then, **in reverse turn order** (i.e. starting with the player whose marker is in the bottom slot of the Passing Column and proceeding from bottom to top), **each player takes a turn**.

On your turn, you must:

15.2.a Move 1 Worker from your Home into an empty City spot of your choice.

EXAMPLE: **PURPLE** decides to move a worker to Funchal, then **RED** moves a worker to Porto Santo, then **YELLOW** to Machico, and finally **BLUE** decides to move a worker to Machico as well.

15.2.b Move 2 Workers from your Home onto 2 different Fields (Good Fields and/or Forest Field) of your choice.

You can only move your Workers to Fields where there are no other Workers, and you cannot have 2 Workers in the same Region.

NOTE: These restrictions (moving only to Fields unoccupied by other players, and not being allowed to have Workers of the same player in the same Region) only apply during the Initial Preparation.

For the rest of the game, when you move a Worker to a Field, you can move it to any Field you don't already occupy.

16. General Supply

Put all remaining Goods (Wheat, Sugar, Wine), Wood, Bread, Reals, and Pirates next to the Game Board as a general supply.

The general supply is not limited. In the unlikely event that any items runs out, use another means of tracking them.

GOODS, WOOD, REALS, AND PIRATES

▸ Wood tiles always have a value of 1. Goods, Bread, Reals, and Pirates tiles have different values.

EXAMPLE: This tile is worth 3 Wheat.

▸ When a certain amount of Goods, Wood, Bread, Reals, or Pirates, is mentioned, it always refers to their value and never to the number of tiles.

EXAMPLE: If you must receive 4 Pirates, you may take 4 Pirates valued 1, or 1 Pirate valued 1 plus 1 Pirate valued 3.

▸ When you have to discard 1 or more Good, Bread, Pirate, or Wood, or have to pay Reals, you take them from your Home supply and place them back in the general supply.

▸ When you get, or harvest 1 or more Good, get Bread or Reals, or receive Pirates, you take them from the general supply and place them in your Home supply.

▸ When you harvest Wood, you get it from the Field you are harvesting.

▸ When you get or buy 1 or more Wood, you get it from a Field with Wood on it where you have a Worker, and/or from the general supply if you have a Worker on the Forest Field (*more details on page 12*).

THE GUILD BOARD

At the beginning of each round, the GUILD DICE are rolled in groups of three and placed on the Guild Board.

The guild board as it could look at the beginning of Round 1.

In turn order, each player selects one row by placing their Turn Order marker there. There are several considerations involved in choosing a row:
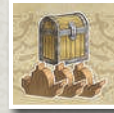
The turn order. Choosing a row sets the order of the players during phase B, in which dice will be used to select Character actions.

The dice value. You'll take the group of dice from the chosen row. Dice are used to select actions and having high-numbered dice is always helpful. *More details on page 9.*

The Crown's Requests. Each Guild offers some Requests, made by the crown of Portugal. You will take one Request from the chosen row. Fulfilling them is the principal way to earn Prestige Points. *More details on pages 16 and 19.*
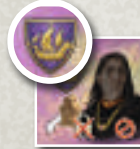
The Guild. The rows of the Guild Board represent the 4 Guilds in the game. You will get some Guild Favors during the game, and can use them in order to gain advantages. The upper-left symbol on each Guild Favor indicates to which Guild it belongs.

Each Guild Favor can only be used once; however, when you select a row, you reset all of your Favor of that Guild, allowing you to use them again. *More details about using the Guild Favors on pages 11 and 20.*

PIRATES

During the game, you will occasionally receive some Pirates. They represent the crime caused by requesting something, and then not paying for it.

During the game, you will have the opportunity to discard some of your pirates.

At the end of the game, you will lose Prestige Points depending on how many Pirates you have, compared to the other players. If you have no Pirates at the end of game, you don't lose any Prestige Points.

You keep your Pirates stacked together face-down, their value hidden from other players, but when you discard 1 or more Pirates, you have to show to the other players the value of the Pirates you are discarding.

REMINDER: When a certain number of Pirates is mentioned, it always refers to their value and never to the number of tiles.
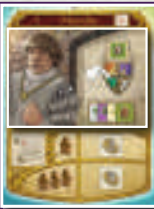
BUILDINGS AND CHARACTERS

At the beginning of each round, the 4 Character tiles will be shuffled and randomly placed on the Buildings. So, each Character will be associated with a certain Building for the current round. *This is relevant for "Discarding Bread", "Harvest" and "Building Actions", see pages 9, 13, and 14.*

In this example, the Character "Guild Master" is associated with the Building "Moinho", that is in Region 2.

REGIONS AND FIELDS

The Islands are divided into 3 Regions, indicated by the big numbers on the Game Board.

Region 1 is divided into 4 Fields, Region 2 and 3 are divided into 5 Fields each.

Each Field shows the Good (Wheat, Sugar, or Wine) you can harvest if you have one Worker on the Field. *More details at page 13.*

Some Fields have Wood on them. Having a Worker on those Fields gives you access to Wood, meaning that, as long as there is Wood on that Field, you can harvest, buy, or get it. *More details on page 13.*

Note that all the Wood needs to be cleared before any Goods can be harvested from that Field.

Some of the Goods depicted on the Fields have a small icon of another Good in the corner. These are convertible Fields, meaning that the good they provide when harvested might change during the game. *More details on page 17.*

In addition, there is a Forest Field that is not part of any of the 3 Regions and can't be harvested, but allows the players with a Worker on it to have access to Wood. *More details on page 12.*

Forest Field
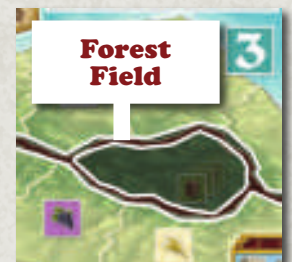
Guild Dice and Pirate Dice

In Phase A, each player chooses a group of **Guild Dice** from the Guild Board and places them in front of themselves, as their dice for the current round.

Besides, players will have access also to the **Pirate Dice**.

In Phase B, one at a time and in turn order, players will place a **Guild Die** or a **Pirate Die** on a Character.

3 Placing a **Guild Die** on a Character allows you to immediately perform the Character Action, or to Harvest (*see pages 9 to 13*) and also gives you the possibility to perform the associated Building Action in Phase C (*see pages 14, and 15*).

3 Placing a **Pirate Die** grants you an additional Character Action or Harvest for the round, but it does not allow you to perform the associated Building Action in Phase C.

Prestige Points

The player with the most Prestige Points (PP) at the end of the game wins. Fulfilling the Crown's Requests is the principal way to earn Prestige Points (*more details about them on page 19*). There are 5 different Crown's Request types:

"Market Routes" allows you to earn PP for your ships in the Market Route slots.

"Expeditions" allows you to earn PP for your ships in the Colony Landing slots.

"Influence of the Guilds" allows you to earn PP for your face-up Guild Favors.

"Urbanization" allows you to earn PP for having Workers in the Cities.

"Wealth of the Nation" allows you to earn PP for the Reals you are willing to donate to the Crown.

Game Rounds

The game is played over 5 rounds.

After the 5th round, the game ends, and the player with the most Prestige Points (PP) wins.

Each round consists of 5 phases:

A. Round Setup

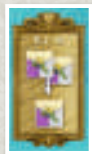**B. Character Actions**

C. Building Actions

D. Maintenance

E. The Crown's Requests

Using the Windmill

During phases **B** - *Character Actions,* **C** - *Building Actions,* and **D** - *Maintenance,* you may always do any of the following, as many times as you want, in addition to your turn and even if it is not your turn:

▸ Discard any 2 Goods (same or different) to receive any 1 Good from the general supply. Goods are Wheat, Sugar, and Wine.

▸ Discard 2 Wheat to move your Windmill marker up one step in the Windmill.

▸ If your Windmill marker is already on the top slot of the Windmill, discard 2 Wheat to earn 1 PP.
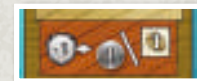
During phases **B** - *Character Actions*, and **C** - *Building Actions*, you may always do any of the following, as many times you want, in addition to your turn and even if it is not your turn:

▸ Move your Windmill marker down one step in the Windmill to take 1 Bread or 3 Reals from the general supply.

▸ If your Windmill marker is already on the bottom slot of the Windmill, lose 1 Prestige Point to take 1 Bread or 1 Real from the general supply.
Note: This option is only available if you have enough PP to lose.

The Windmill cannot be used during phases A - *Round Setup* or E - *The Crown's Requests*.

Phase A. Round Setup

1. Placing Characters

Shuffle the 4 Character tiles and place them randomly face-up **on the Buildings,** leaving **empty the Building** with the upper-right Roman numeral **corresponding to the current round.**

Note: skip this step in the 1st Round, as **Characters** were already placed in the Initial Preparation.

> **Example:** *In the 3rd round, no Character tile is placed on the Alfândega Building.*
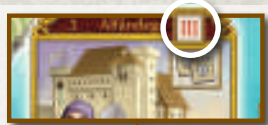
2. Rolling Pirate Dice

Roll the 3 Pirate Dice and put them on the **City Watch,** being careful not to change the values rolled.

Note: skip this step in the 1st Round, as **Pirate Dice** were already placed in the Initial Preparation.

3. Rolling Guild Dice

Roll 3 Guild Dice and put them on the top row of the **Guild Board,** being careful not to change the values rolled. Repeat this with 3 more **Guild Dice** for each of the remaining rows.

Note: skip this step in the 1st Round, as **Guild Dice** were already placed in the Initial Preparation.

There are 3 rows in the Guild Board for a 3-player game, so use only 9 **Guild dice.**
There are 2 rows in the Guild Board for a 2-player game, so use only 6 **Guild dice.**

4. Choosing a Row

Following the turn order shown on the Passing Column, from top to bottom, **each player takes a turn.**
On your turn, **select an available row of the Guild Column,** then:

4.a Move your **Turn Order marker** there;
Only 1 marker can occupy each row, so the row is considered available if there are no markers already positioned there.

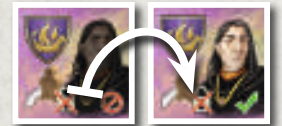**4.b** Take the set of **Guild Dice** from that row as your dice for the current round;
Place the dice in your Home Supply, each on top of one of your Action Markers, being careful not to change the values rolled.
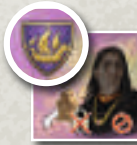
4.c Take 1 of the **Crown's Requests from that row,** and place the Crown's Request in front of you face-up.

4.d **Flip face-up** all of your face-down **Guild Favors of that Guild, if any.**

There are 4 Guilds. Each row on the Guild Board represents a Guild.

The upper-left symbol on each Guild Favor indicates to which Guild it belongs.

If you don't have any matching Guild Favors, just skip this step.

Note: Players don't have any Guild Favors at the beginning of the game, so, in the 1st round, every player skips this step.
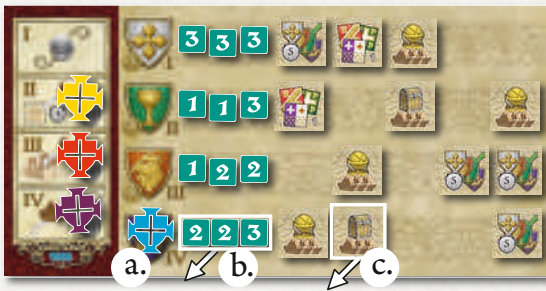
In a 2- or 3-player game, each row on the Guild Board represents 2 Guilds.

You choose **1 of the 2 Guilds** depicted on the chosen row and flip all your Guild Favors of the chosen Guild.

> **Example:** *in a 2-player game, if you choose the bottom row, you can flip face-up all of your Guild Favors of the orange Guild **or** all of your Guild Favors of the violet Guild.*
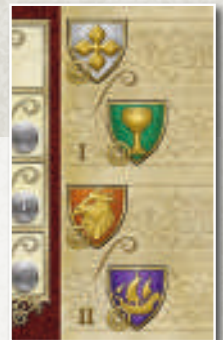
EXAMPLE: *4-player game.*

In round 3, **BLUE** selects the bottom row, then:

a. He moves his marker onto row IV. He'll play last in Phase B.

b. He takes the set of dice in that row.

c. He chooses the Market Route Crown's Request.

d. He has 4 face-down Guild Favor tiles (1 Orange, 1 Green, and 2 Violet).

He flips his 2 violet Guild Favors face-up, as they are the only ones matching the Guild.

Now it is **YELLOW**'s *turn to select a row.*

PHASE B. CHARACTER ACTIONS

Following the **turn order shown on the Guild Column** of the Guild Board, from top to bottom, **each player takes a turn**.

On your turn, you must do one of the following:

▶ **PLACE A DIE**: you place a die (Guild or Pirate, *see below*) either on a Character tile or on the Character depicted on the currently empty building; you may then immediately harvest or perform the corresponding Character Action, if any (*see pages 10 to 13*). You may place a die on a Character even if you cannot or do not want to perform the Action or harvest.

▶ **PASS**: if you cannot or do not want to place any die, you must pass by moving your Turn Order marker to an empty slot of the Passing Column (*see page 10*). Once you have passed you cannot act in this phase anymore.

This continues in turn order until all players have passed. After each player has passed, Phase B ends.

PLACING A GUILD DIE:

Take a **GUILD DIE** from your **Home** together with an Action Marker, then place:

▶ the **GUILD DIE** on a Character, and

▶ the **Action Marker** on the associated Building slot.

Building Slot

The Action Marker indicates that you may perform that Building Action in phase C (see page 14).

DISCARDING BREAD:

Each Character is associated with a specific Region for the current round.

You can place a **die** (either **GUILD** or **PIRATE**)

◊ showing a value **equal to or higher than the Region number** at **no cost**.

◊ showing a value **lower than the Region number**, by **discarding** as many **Bread** as the difference between Region Number and the die value.

> **EXAMPLE:** *You must discard 2 Bread to place a die valued 1 on a Character in Region 3.*

REMINDER: You may use the Windmill to take Bread from the general supply (*see page 7*).

PLACING A PIRATE DIE:

Take a **PIRATE DIE** from the **City Watch**, together with 1 of your **Workers**, then:

▶ place the **PIRATE DIE** on a Character, and

▶ return the **Worker** back to your Home Supply.

You **do not** place any Action Marker on the associated Building slot.

NOTE: You cannot take a **PIRATE DIE** if you have no Workers in the City Watch; nor can you if there are no **PIRATE DICE** left in the City Watch.

DICE LIMIT:

◊ There cannot be more than 1 **PIRATE DIE** on a single Character.

◊ On a single Character, there can be a **maximum of dice equal to the number of players**, including up to 1 **PIRATE DIE**.
So, in a 4-player game, either **4 GUILD DICE** OR **3 GUILD DICE** and **1 PIRATE DIE**.

◊ You can place a die on any character, provided the limit of dice has not been reached yet. You can therefore have several Action Markers on the same Building.

Passing:

On your turn, **if you cannot or do not want to place any die, you must pass.**

Move your Turn Order marker to an empty slot of the Passing column.

According to the slot to which you move to, you immediately get the corresponding Passing bonus: **either get the Reals, OR perform the Passing Action,** if any *(see page 20).*

If you still have any **Guild Dice**, place them next to the Game Board.

The position of the Turn Order markers on the Passing column, from top to bottom, will be the turn order for the remainder of the current round, and for Phase A of the following round. Only 1 marker can occupy each slot.

EXAMPLE: RED passes and chooses to move her disc to slot II. She'll play second for the remainder of the round, and in Phase A of the following round. She chooses to get the 3 Reals.

AVAILABLE CHARACTER ACTIONS AND HARVEST

STEWARD

Move up to 2 of your Workers, each **to any Field on which you have no Workers.**

- Workers may be moved to Fields of the same or different Regions (they do not need to be in the same region as the Steward) and/or the Forest Field.

- You cannot have more than 1 Worker on a single Field, so, in a 4-player game, there can be a maximum of 4 Workers on each Field: one per player.
- You can move your Workers from your Home, any other Field, any City spot, or any Colony Land. You cannot move them from the City Watch.

EXAMPLE: RED moves 1 Worker from Home to a Sugar Field in Region 1 and 1 Worker from a City spot to the Forest Field.

COMMANDER

Move up to 2 of your Ships, each to any **empty** slot, which can be either:

▶ **an available empty Colony Landing slot.** You must then **discard** the indicated quantity of **Wine.**

OR

▶ **an available empty Market Route slot.** You must then **discard** the indicated quantity and type of **Goods.**

You can move the Ships from your Home or from any other slot (from either Colonies or Markets).

You need to immediately discard 1 Wood for each Ship you move from your Home. You may buy the Wood if you need more than you currently have, and if you have access to it *(see page 12).*

After you have finished moving any Ships, you may do the following, in any order:

▶ For each Ship **just** moved into a **Market Route slot,** you **gain** the indicated number of **Reals** from the general supply,

▶ For each Ship **just** moved into a **Colony Landing slot,** you immediately **perform the action of 1 of the 2 King's Rewards** in that Colony *(see page 20).*

NOTES:

- The number of available Colony Landing Slots and Market Route Slots vary depending on the number of players (see page 11).
- Once placed on the board, Ships can never move back Home.
- Only 1 Ship can occupy each slot.
- Ships must be moved one at a time, so you cannot just swap their positions.
- You have to move a Ship to a different slot in order to use it; i.e. you can't stay on a slot and just discard the requested Goods again.
- You must discard (and pay for, if necessary) any Wood required for moving Ships from your Home before gaining any Reals or performing any King's Reward actions as a result of moving Ships.

EXAMPLE: RED moves:
- *1 Ship from her Home to the Sugar Market discarding 1 Wood and 4 Sugar, and*
- *1 Ship from the Wine Market to Brasil discarding 3 Wine. She gets 14 Reals and chooses the 3PP as her King's Reward.*
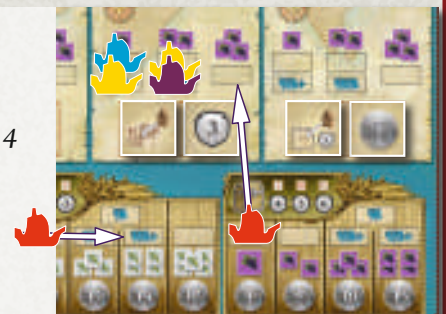
COLONIES AND MARKETS

There are 3 Markets (Wheat, Sugar, and Wine), each one with several Market Route slots.

Wheat Market Route Slots

 + In a 2-player game, both the slots with no depicted symbols and the slots marked with 2 heads are available.

Placing the Ship on the slot marked with 2 heads lets you choose to discard either of the indicated quantities.

 + In a 3- or 4- player game, both the slots with no depicted symbols and the slots marked with 3+ heads are available.

There are 3 Colonies (Açores Brasil, India), each one with several Landing Slots.

Brasil's Landing Slots

 In a 2-player game, only the slots with no depicted symbols are available.

 + In a 3-player game, both the slots with no depicted symbols and the slots marked with 3+ heads are available.'

 + **+** In a 4-player game, all slots are available.

GUILD MASTER

Choose 1 of the Guild Favors from one of the Cities districts, **discard as many Wood as depicted at the top of the related column** (2 to 5 Wood) in order to build that district, and **place the chosen Guild Favor face-up in front of you.**

NOTES:

- You can use 1 Guild Favor at the beginning of each of your turns (*see below*).
- You may buy the Wood if you need more than you currently have and if you have access to it (*see page 12*).
- Your do not need to have Workers in the Cities in order to perform the Action.

EXAMPLE: **PURPLE** *takes the Bishop Favor, discards 4 Wood and places the tile in front of herself face-up.*

GUILD FAVORS

You can use 1 of your **face-up** Guild Favors at the beginning of your turn, i.e.:

- **in Phase B** - *Character Actions (see page 9)* **before you place a die or pass.**
- **in Phase C** - *Building Actions (see page 14)* **before you pay the cost or receive Pirates**.
  NOTE: You cannot use a Guild Favor if you have no Action Markers on the Building currently being resolved, because it is not your turn.
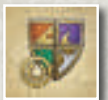
To use a Guild Favor, flip it face-down and immediately apply its effect (*see below*).

No Guild Favors can be used during Phases A - *Round Setup*, D - *Maintenance*, or E - *The Crown's Requests*.

As long as a Guild Favor is face-down, you cannot use it anymore. There are a few ways to flip your face-down Guild Favors back face-up:

- **in Phase A** - *Round Setup,* you can flip face-up all of your face-down Guild Favors belonging to the same Guild according to the row you choose (*see page 8*).
- **in Phase B** - *Character Actions*, you can flip face-up 1 of your face-down Guild Favors (of a Guild of your choice), performing this King's Reward, if it is in play, (*see page 20*).
- **in Phase C** - *Building Actions*, you can flip face-up 1 or 2 of your face-down Guild Favors (same or different Guilds), performing the "Casa da Coroa" Action (*see page 15*).

Discarding Wood and Buying Wood

When you need to discard Wood, you always have to **use** the Wood in **your Home supply first**.

You can buy further Wood, but only if you need to discard more than you currently have, and you have access to it, i.e. you can only take it from:

▸ Fields with Wood, if you have Workers on them **and/or**

▸ the general supply, if you have a Worker on the Forest Field.

You have to pay for the **total amount** of Wood you bought in your turn as per the table on the right.

You then take the bought Wood and immediately discard it according to the action you are performing.

You do not pay any Reals for using the Wood from your Home supply; only for the Wood you have to buy.

Reminder: you can use the Windmill to take Reals from the general supply (*see page 7*).

Example: **Purple** has 1 Wood in front of her, 1 Worker on a Field with 2 Wood on it, and 1 Worker on the Forest Field. She needs to discard 5 Wood.
She discards the Wood she has in front of herself, then she buys:

• 2 Wood from the Forest Field, taking them from the general supply, and immediately discarding them.

• 2 Wood from the Field where she has the Worker on, taking them from that field, and immediately discarding them.

She pays 10 Reals.

Mayor

You may relocate up to 2 of your own Workers and/or Neutral Citizens.

Each is taken from its City spot and placed on any other **empty** City spot (same or different City).
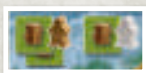
Then, **regardless** of whether you **relocated** any Workers/Citizens, **from each City where you have at least one Worker**, you get:

2 Bread for each of your own **Workers**, and **1 Bread** for each Neutral **Citizen** in **Porto Santo**;
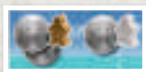
2 Reals for each of your own **Workers**, and **1 Real** for each Neutral **Citizen** in **Funchal**;

2 Wood for each of your own **Workers**, and **1 Wood** for each Neutral **Citizen** in **Machico**.

Notes:

• You **only get** Wood if you have **access to it** (*see below*).

• You **do not receive** any resources from a City **if you have no Workers** in it, even if there are Neutral Citizens.

• While performing the Mayor Action, you **can only relocate** Workers already in the Cities, you **cannot** move new Workers into them.

• You can relocate them from one city to another city or within the same city.

• Workers and Citizens can only be placed in **already-built districts** (i.e. without any Guild Favor on them).

• Only 1 Worker or Citizen can occupy each spot.

• Workers and Citizens must be relocated one at a time, so you **cannot just swap** their positions.

Example: **Yellow** relocates 1 of his Workers from Machico to Funchal and 1 Neutral Citizen from Porto Santo to Funchal.

He receives 2 Bread and 4 Reals.

He does not receive any Wood, because he has no Workers in Machico.
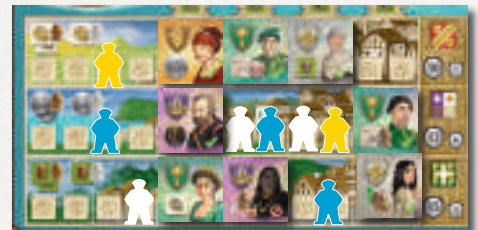
Getting Wood

When you get Wood, performing the Mayor Action or using the "Monk" Guild Favor (*see page 20*), **you only get it if you have access to it**, i.e. you can only take it from:

▸ Fields with Wood, if you have Workers on them **and/or**

▸ The general supply, if you have a Worker on the Forest Field.

Take the Wood and place it in front of you in your Home.

You do not pay any Reals for getting Wood this way.

If there is not enough Wood on the Fields where your Workers are, you just take as much as you can.

Example: **Blue** performs the Mayor Action. He has a Worker on a Field with 1 Wood on it. He should get 3 Wood, but he gets only 1 because he has no further access to Wood.
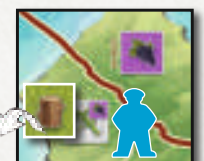
Harvest

If you **placed a die** (either a GUILD DIE or a PIRATE DIE) on a **Character tile, you may harvest your Fields in that Region instead** of performing the regular Character action (Steward, Commander, Guild Master, or Mayor).

For each Worker you have in Fields of the **same Region** where the **Character** is currently placed,

▸ **if there is Wood on the Field**, take 1 Wood from that Field,

▸ **if there is no Wood on the Field**, take 1 Good from the general supply: Wheat, Sugar, or Wine, according to which Good is depicted on the Field (*or on the Good tile placed on that Field, if the Field has been converted. See page 17, The Crown's Requests - 2nd and 4th Round*).

NOTES:

• The Forest Field cannot be harvested because it is not part of any Region.

• Performing the harvest, only allows you to harvest in that Character's Region. If you do not have at least 1 Worker on the Fields in the Character's Region, you take neither Goods nor Wood.

• You take neither Goods nor Woods for your Workers in the other Regions.

• If there is still Wood on the Field, the player cannot get the Good - the Wood needs to be completely cleared before any Goods can be harvested from that Field.

EXAMPLE:

RED places a Guild die on the Steward and decides to harvest.

Since the Steward is on the Building in Region 1, RED will harvest her Fields in Region 1.

She takes 1 Wood from the Field, and 1 Wheat and 1 Wine from the general supply.
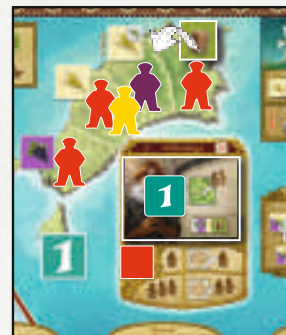
Special Harvest

Placing a die (either a GUILD DIE or a PIRATE DIE) on the **Character depicted on the empty Building** (i.e. without a Character tile) **only allows you to harvest** (i.e. you cannot perform any other Character Actions), **but you get to harvest one Field twice.**

You perform the Harvest following the usual rules, then choose 1 Field you just harvested, and harvest it again according to the current situation (i.e. if there is still wood on the Field or not).

EXAMPLE: *It is the 5th Round.* BLUE *places a* GUILD DIE *on the Character depicted on the empty Building (Moinho).*

He has 2 Workers in Region 2. He harvests and takes

• *1 Wine from the general supply, and*

• *the last Wood from the Sugar Field.*

He then decides to harvest the Sugar Field again, so now he takes a Sugar from the general supply.

Phase C. Building Actions

Each Building has a number on the upper left corner.

Following the numeration (from 1 to 5), the players resolve each Building one at a time.

When all the Buildings have been resolved, Phase C ends. The players then get their Action Markers back, and all dice and Character tiles are placed next to the Game Board.
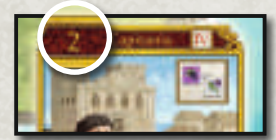
If a Building has no Action Markers on it, simply skip it.

If a Building has at least 1 Action Marker on it, **roll all the dice placed on the associated Character** (**Guild Dice** and/or **Pirate Die**).

Following the **turn order** shown on the **Passing Column** of the Guild Board, from top to bottom, **each player takes a turn**.

On your turn, if you **have at least 1 of your Action Markers** on the Building, you **either**

▶ **Pay the cost of the Building**. You may then immediately perform the Building Action (*see below*).

OR

▶ **Receive Pirates.** In this case you cannot perform the Building Action (*see below*).

If a player does not have any Action Markers on the Building, just skip that player.

Paying the Cost

The cost of the Building for the current round is **10 Reals** (9 Reals in a 3-player game, 8 Reals in a 2-player game) **minus the summed value** of the **just** rolled **Guild Dice** on that Character, if any.

If the cost is less than 0 consider it to be 0.

If you pay, you may immediately perform the Building Action.

You pay the cost and may perform the Action **once** regardless of the number of Action Markers you have on the Building.

You may choose to pay the cost even if you cannot or do not want to perform the Building Action.

Reminder: you can use the Windmill to take Reals from the general supply (*see page 7*).

Receiving Pirates

If you cannot or do not want to pay, you cannot perform the Building Action.

Also, **you receive Pirates of a total value of 1 plus the value** of the **just** rolled **Pirate die** on that Character, if any.

- If there is no **Pirate Die**, you receive a Pirate of value 1.
- If you pay the cost, you do not receive any Pirates, even if you do not perform the Action (whether because you cannot or do not want to).
- You only receive Pirates **once** regardless of the number of Action Markers you have on the Building.
- Players keep their Pirates stacked together face-down, their value hidden from other players.

Example: *4-player game*
The value of the rolled Guild dice is 4, so cost of the Building is 6 Reals.

Yellow *pays 6 Reals and performs the Capitania Action,*

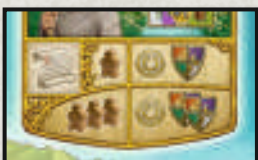**Blue** *pays 6 Reals but he chooses not to perform the action,*

Red *does not want to pay, so she does not perform the action.*

The value of the rolled Pirate die is 3, so she receives Pirates of a total value of 4.

The Buildings

Each building describes the action you may perform according to the number of Workers you have in that Region.

If you have 1 or 2 Workers in that Region, you may perform the action depicted in the top slot.

If you have 3 or more Workers in that Region, you may perform the action depicted in the bottom slot.

If you have no Workers in that Region, you cannot perform the Building Action.

Workers in the Forest Field do not count because it is not part of any Region.

Available Building Actions
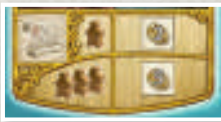
1. Moinho (Mill)

No Character tile in round 5
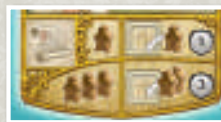
If you pay the cost **and** have:

▸ 1 or 2 Workers in Region 2, you get 2 Bread.

▸ 3 or more Workers in Region 2, you get 5 Bread.

Example:
Blue has 4 Workers in Region 2.
He takes 5 Bread from the general supply and places them in his Home supply.

2. Capitania (Captaincy)

No Character tile in round 4

If you pay the cost **and** have:

▸ 1 or 2 Workers in Region 2, you earn 1 PP. You may then move 1 of your Workers onto any empty City spot.

▸ 3 or more Workers in Region 2, you earn 3 PP. You may then move up to 2 of your Workers, each onto any empty City spot (same or different City).

- You can move your Workers from your Home, any Field, any <u>other</u> City spot, or any Colony Land.
- You cannot move them from the City Watch.
- Only 1 Worker/Citizen can occupy each spot.
- Workers can be moved only to already-built districts (i.e. without any Guild Favor on them).
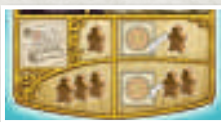
3. Alfândega (Customs)

No Character tile in round 3

If you pay the cost **and** have:

▸ 1 or 2 Workers in Region 1, you may move 1 of your Workers to any Colony Land.

▸ 3 or more Workers in Region 1, you may move up to 2 of your Workers, each to any Colony Land (same or different).

For each Worker <u>just</u> moved this way, you earn 1 PP for each of your Ships in the same Colony, if any.

- You can move your Workers from your Home, any Field, any City spot, or any <u>other</u> Colony Land. You cannot move them from the City Watch.
- There is no limit to the number of Workers (same or different players) that can be present in each Colony.
- You can move to any Colony Land even if you have no Ships in the corresponding Colony Landing slots.
- You have to move a Worker into a Colony Land in order to get the PP. You do not get any PP for Workers you already have on the Colony Land.

Example: Red has 3 Workers in Region 1.
She now moves 1 Worker from her Home to Açores and 1 Worker from a City spot to Brasil.
She earns 2 PP for her 2 Ships in Açores + 1 PP for her 1 Ship in Brasil.

Colony Land
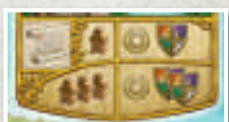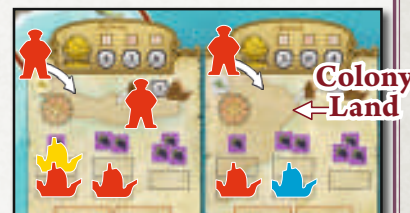
## 4. Casa da Coroa (Guild Palace)

No Character tile in round 2

If you pay the cost **and** have:

▸ 1 or 2 Workers in Region 3, you may flip 1 of your Guild Favors face-up.

▸ 3 or more Workers in Region 3, you may flip up to 2 of your Guild Favors face-up (same or different Guilds).

Example:
Yellow has 4 Workers in Region 3.
He has 3 face-down Guild Favors in front of him. He may flip 2 of his Guild Favors face-up.
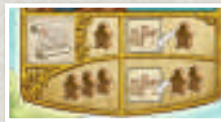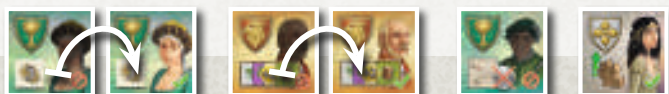
5. Fortaleza (Watch Tower)

No Character tile in round 1

If you pay the cost **and** have:

▸ 1 or 2 Workers in Region 3, you may move 1 of your Workers into the City Watch.

▸ 3 or more in Region 3, you may move up to 2 of your Workers into the City Watch.

For each Worker <u>just</u> moved this way, you may discard up to 3 Pirates.

- You can move your Workers from your Home, any Field, any City spot, or any Colony Land.
- There is no limit to the number of Workers (same or different players) that can be present in the City Watch.
- You have to move a Worker into the City Watch in order to discard the Pirates, i.e you do not discard any Pirates for Workers you already have in the City Watch.

Phase D. Maintenance

Perform the following 4 steps one at a time in this order:

1. Honor – *honoring the most loyal guard of the City.*

The player who has the **most Workers in the City Watch** may **move one Worker** from the City Watch to **their Home** to earn **4 PP**.

If that player does not want to move their Worker back Home, or in case of a tie, no one earns PP.
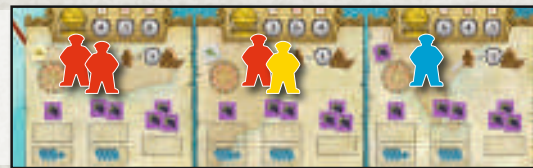
EXAMPLE: **Blue** has the most Workers. He moves one Worker back to his Home and earns 4 PP.

2. Income – *bringing home the fruits of your labor.*

For **each** of your **Workers** in the **Colony Lands** you get the depicted **Good** from the general supply.

EXAMPLE: **Red** gets 2 Wheat and 1 Sugar, **Yellow** gets 1 Sugar, and **Blue** gets 1 Wine.

3. Upkeep – *you need to maintain your Ships.*

Discard 1 Wood for each of your Ships on the board.
REMINDER: You may buy the Wood if you need it and if you have access to it *(see page 12)*.

For each Wood you cannot or do not want to discard, you receive 1 Pirate.

Since players may need to buy the Wood from the Fields, it is important to perform this in the turn order shown in the Passing Column of the Guild Board, from top to bottom. You cannot move any Ships back Home.

EXAMPLE: **Yellow** has 2 Ships in Brasil and 1 Ship in the Wheat Market. He has 1 Wood in front of him. He has 1 Worker in the Forest Field.
He buys 1 Wood taking it from the General Supply.
He discards 2 Wood and receives 1 Pirate.

4. Feeding – *your Workers need to eat.*

You have to feed your Workers on the Board.

- **A number of Workers are automatically fed** equal to the number depicted on your **level in the Windmill**, if any.
 **REMINDER:** You may go up on the Windmill, discarding 2 Wheat for each step *(see page 7)*.
- You must then feed **your remaining Workers on the Board discarding 1 Bread for each.**

For each Bread you cannot or do not want to discard, you receive 1 Pirate.

You cannot move any Workers back Home.

You do not gain Bread if your level in the Windmill would allow you to to feed more Workers than you have on the board.

EXAMPLE: **Blue** has 10 Workers on the board. His marker is at level 4 in the Windmill, so he needs to discard 6 Bread.
He has 5 Bread in front of him. He decides to keep 1 Bread, so he discards 4 Bread and receives 2 Pirates.
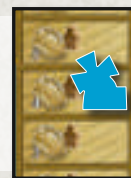
Phase E. The Crown's Requests

1st, 3rd, and 5th Round

The players gain prestige for fulfilling their Crown's Requests *(see Page 19 for details)*.

Round   Request

I — **1st round:** You **must choose 1 of the 2 Crown's Requests** you have in front of you. You **earn Prestige Points for it,** and **discard it**.

III — **3rd round:** You **must choose 2 of the 3 Crown's Requests** you have in front of you. You **earn Prestige Points for them**, and **discard them**.

V — **5th round:** You **earn Prestige Points for all 3 Crown's Requests** you have in front of you, and **discard them**.

NOTES:
- You must discard all the chosen Crown's Requests, even if you earn 0 Prestige Points for one or more of them.
- If you choose multiple Crown's Request of the same kind in the same round, you must assign different items to them.

2ND AND 4TH ROUND

The Crown requests that the islands change the focus of their agriculture due to the changes in the world.

Some of the Goods depicted on the Fields have a small icon of another Good in the corner.

These are convertible Fields, meaning that the Good they provide when harvested may change during the game.

EXAMPLE: *In the 4th Round, this Field will be converted from a Sugar Field to a Wine Field.*

Round   Request

2nd round: Place a value-1 Sugar tile on each "convertible" Wheat Field without Wood on it. From now on, it will harvest Sugar instead of Wheat. The Sugar tile stays on the Field for the rest of the game. **NOTE:** If the convertible Field still has Wood on it at this moment, it will never be converted this game, even if the Wood is later removed.

4th round: Place a value-1 Wine tile on each "convertible" Sugar Field without Wood on it. From now on, it will harvest Wine instead of Sugar. The Wine tile stays on the Field for the rest of the game. **NOTE:** If the convertible Field still has Wood on it at this moment, it will never be converted this game, even if the Wood is later removed.

REMINDER: Players cannot use the Windmill to get Reals or Bread during Phases D and E (*see page* 7).

End of the game

After the 5th round, the game ends.

RESOURCES:

Convert all of your Goods, Wood, and Bread 1-for-1 into 1 Real each. Earn 1 Prestige Point for each 5 Reals you have.

PIRATES:

Each player reveals their Pirates and declares their total value.

▸ The player that has the most Pirates loses 16 PP,

▸ The player with the second-most Pirates loses 8 PP,

▸ The player with the third-most Pirates loses 4 PP,

▸ The player with the fourth-most Pirates loses 2 PP.

In case of a tie, the current turn order is the tiebreaker: The player earlier in the turn order loses fewer points.

You also lose 1 Prestige Point for each Pirate over 20 that you have.

If you have no Pirates, you don't lose any Prestige Points.

The player with the most Prestige Points wins the game.

In case of a tie the current turn order is the tiebreaker (the tied player with the topmost marker is the winner).

EXAMPLE:

RED has 3 Wheat, 2 Wood, and 6 Reals in front of her. She converts the Wheat and Wood into 5 Reals, and earns 2 PP.

EXAMPLE:

RED has 25 Pirates, YELLOW has 21 Pirates, BLUE has 12 Pirates, and PURPLE has 5 Pirates.

RED loses 16 PP, YELLOW loses 8 PP, BLUE 4 PP, and PURPLE 2 PP.

RED also loses 5 PP, and YELLOW also loses 1 PP.

EXAMPLE:

RED and BLUE have 18 Pirates each. YELLOW has 7 Pirates, and PURPLE has 3 Pirates.

RED has her marker in slot III, and BLUE has his marker in slot IV, so BLUE loses 16 PP, RED loses 8 PP, YELLOW loses 4 PP, and PURPLE loses 2 PP.

» Tips for the first Game

- At the end of the first round you must fulfill 1 Crown's Request. Concentrate on that in the first round.
- Out of the 5 different Crown's Requests, 2 involve having Ships on the board, but only 1 Character Action and 1 Passing Action allow you to move them to the board. If you want to or need to earn PP with Ships, plan accordingly.
- You cannot move Ships back Home, ever. So unless you have a Ship-heavy strategy, don't place them too early, because they cost you Wood every round.
- Remember that you can buy Wood whenever you need it, as long as you have enough Reals, and access to Wood through Fields or the Forest. Make sure to move a Worker to the Forest in time.
- Because you need Bread to improve your dice as needed, you may want to receive some Pirates instead of using all your Bread to feed your Workers, just to keep your options open.
- You will get Pirates during the game. If you always try to avoid them, you might lose too many actions, making it more difficult to earn Prestige Points. Instead, accept some and get rid of them later through the "Fortaleza" Building Action, the "Constable" Guild Favor, the "City Watch" King's Reward or the "Royal Support" King's Reward.
- Make use of the Windmill. Missing just a few Reals for the Building Action, or needing that 1 Bread to use your die for the Character you need? The Windmill can help you.
- You can relocate your Workers in the Cities for getting resources, but also to be better positioned for scoring the "Urbanization" Crown's Request.
- The Neutral Citizens can be used for getting more Resources, but they can also help by blocking other players from having the most Workers (or stopping them from winning ties) for the "Urbanization" Crown's Request.
- Even if you cannot or do not want to perform the action or harvest, you may want to place a die on a certain Character because you need to perform the associated Building Action.

» Rules you may forget

- During *Phase B - Character Actions*, you have to place your Action Marker on the Building slot each time you place a Guild die on a Character. It is easier to remember to do this by always keeping your Guild dice on top of your Action Markers when they are in front of you.
- If you do not have access to Wood (i.e. you have Workers neither in a Field with Wood on it nor in the Forest Field), you can neither buy Wood nor get it.
- When you need to discard Wood, you always have to use the Wood in your Home supply first.
- When you buy Wood, you have to take it (from the Fields or from the general supply) and immediately discard it.
- Mayor Action: You do not receive any resources for a City if you have no Workers in it, even if there are Neutral Citizens.
- Building Actions: If you have at least 1 Action Marker on the building, you must choose between paying the cost or taking the Pirates, regardless of whether you have Workers in that Region.
- If you pay, you can perform the Building Action if you have at least 1 Worker of your color in the Fields of that Building's Region.
- Performing the harvest allows you to harvest only in the Region of the Character. You do not receive Goods or Wood for your Workers in the other Regions or the Forest.
- The Forest Field cannot be harvested because it is not part of any Region.
- On a single Character, there can be a maximum of dice equal to the number of players including no more than 1 Pirate die.
- You can place any die (Guild or Pirate) showing a value equal to or higher than the Region number without any cost. You can place any die (Guild or Pirate) showing a value lower than the Region number, by discarding as many Bread as the difference between Region Number and the value of the die.
- You cannot use a Guild Favor during *Phase C- Building Actions* unless you have at least one of your Action Markers on the Building currently being resolved.
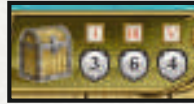
CROWN'S REQUESTS

REMINDER: During Phase E, you must chose 1 of your Crown's Requests in the 1st round, 2 in the 3rd round, and 3 in the 5th round. You earn PP for them, and discard them (*see page 16, The Crown's Requests*).
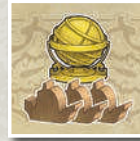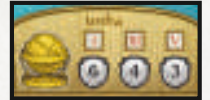
MARKET ROUTES

Select up to 3 of your Ships in the Markets (same or different Markets).
Earn 3, 4, or 6 PP for each selected Ship, as depicted in the corresponding Market, according to the round.

EXAMPLE: For each selected Ship in the Wheat Market you earn 3 PP in the 1st round, 6 PP in the 3rd, and 4 PP in the 5th.

INFLUENCE OF THE GUILDS

Select up to 4 of your face-up Guild Favors of different Guilds (no more than 1 Guild Favor per Guild).
Earn 5 PP for each selected Guild Favor.

URBANIZATION

Select 1 City of your choice.
If you have the most Workers in the City, earn the higher number of PP indicated at the side of that City.
Neutral Citizens count as Workers of an additional player for determining who has the most.
In case of a tie, the tied player with the rightmost Worker/Citizen wins the tie.
If you have at least 1 Worker in the City but don't have the most Workers, or lose the tie, earn the lower number of PP indicated at the side of that City.

EXAMPLE: if you have the most Workers in Funchal, earn 12 PP, otherwise, earn 6 PP.
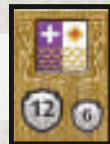
NOTE: if you choose 2 "Urbanization" Crown's Requests, you must assign 1 City (say Funchal) to one Urbanization and a different City to the other one (say Machico).

EXPEDITIONS

Select up to 3 of your Ships in the Colonies (same or different Colonies).
Earn 3, 4, or 6 PP for each selected Ship, as depicted in the corresponding Colony, according to the round.

EXAMPLE: For each selected Ship in India you earn 6 PP in the 1st round, 4 PP in the 3rd, and 3 PP in the 5th.

WEALTH OF THE NATION

Pay up to 15 Reals, and earn 1 Prestige Point for each 1 Real you paid.
Place back the Reals in the General supply.

EXAMPLE: you have 20 Reals in front of you. You pay 15 Reals and earn 15 Prestige Points.

EXAMPLE: 3rd Round:

RED has 2 Market Routes and 1 Influence of the Guild. *She chooses the 2 Market Routes (she can then select up to 6 different Ships).*

She earns a total of 17 PP: 6 PP for her Ship in the Wheat Market + 8 PP for her Ships in the Sugar Market + 3 PP for her Ship in the Wine Market.

BLUE has 1 Market Routes, 1 Urbanization, and 1 Expeditions. He chooses 1 Market Routes and 1 Urbanization.

He earns a total of 24 PP: 18 PP for his Ships in the Wheat Market + 6 PP for Funchal (he does not have the most Workers and he didn't win the tie against the Neutral Citizens).

PURPLE has 2 Expeditions and 1 Urbanization. She chooses 1 Expeditions and 1 Urbanization.

She earns a total of 27 PP: 12 PP for the Ships in Brasil + 15 PP for Machico (she has the most Workers there).
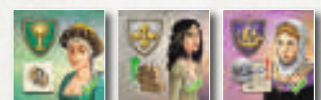
YELLOW has 1 Market Routes, 1 Wealth of the Nation, and 1 Influence of the Guilds. He chooses 1 Wealth of Nation and 1 Influence of the Guilds.
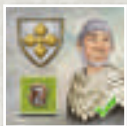
He earns a total of 23 PP: 8 PP for having paid 8 Reals + 15 PP for having 3 face-up Guild Favors of different Guilds.
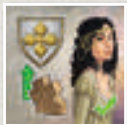
Guild Favors

Reminder: You can use 1 of your **face-up** Guild Favors at the beginning of each of your turns (*see page 11*).

Monk – Get 2 Wood. You do not pay for it. You can get the Wood only if you have access to it (*see page 12, Getting Wood*).

Miller – Move your marker up one step in the Windmill. You do not discard the 2 Wheat.

Bishop – Move any one of your Action Markers. Take it from any Building (whether already resolved, currently being resolved, or still to be resolved) and place it on any other Building (whether already resolved, currently being resolved or still to be resolved).
Reminder: You cannot use this Favor to move an Action Marker into the currently resolved Building if you do not already have an Action Marker on that Building.
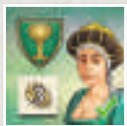
Patron – Get 3 Bread from the general supply.
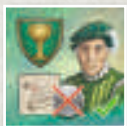
Lord – You can only use this Favor before your turn to "pay the cost" in Phase C - Building Actions. The cost for you of the current Building Action is 0.
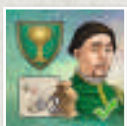
Diplomat – You can only use this Favor before your turn to "pay the cost" in Phase C - Building Actions.
If you pay the cost and perform the current Building Action, you perform it as if you have 2 more Workers on Fields of the corresponding Region.
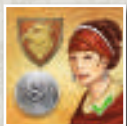
Treasurer – Get 5 Reals from the general supply.

Navigator – Move 1 of your Ships to an empty Colony Landing or Market Routes slot, following the usual rules (*see page 10, Commander*).
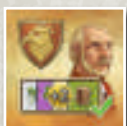
Engineer – You can only use this Favor before your turn to "place a die" in Phase B - Character Actions.
If you use the Harvest Action, you can harvest 2 more Goods from your Fields: 2 different Fields again or 1 Field twice more.
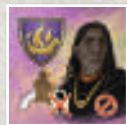If you use the Character depicted on the currently empty Building, you can harvest a total of 3 extra Goods.
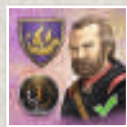
Constable – Discard half of your Pirates, rounded down.
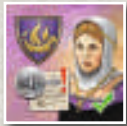
Lady – Pay 4 Reals and **immediately** (even if in Phase B) perform any Building Action. You perform it, as usual, according to the number of Workers you have in that Region.

Scout – Move 1 of your Workers from any one spot (even the City Watch or your Home) to any other (including your Home).
If the Worker moves into the City Watch, you may discard up to 3 Pirates; if the Worker moves into a City, you earn 1 PP; if the Worker moves to a Colony Land, you earn 1 PP for each of your Ships there.
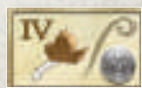
Passing

I – Get 2 Reals.

II – Get 3 Reals - **Or** - Earn 1 PP. You may then move 1 of your Workers to any empty City spot (*see page 15, Capitania*).
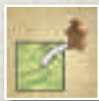
III – Get 4 Reals - **Or** - Move 1 of your Workers into the City Watch (*see page 15, Fortaleza*).
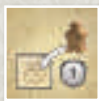
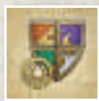**IV** – Get 5 Reals - **Or** - Move 1 of your Ships (*see page 10, Commander*).
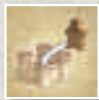
King's Rewards

Move 1 of your Workers to any field following the usual rules (*see page 10, Steward*).

Earn 1 PP. You may then move 1 of your Workers to any empty City spot (*see page 15, Capitania*).

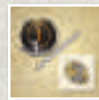Flip 1 of your Guild Favors face-up.

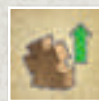Move 1 of your Workers into the City Watch (*see page 15, Fortaleza*).

Earn 3 PP.

Get 5 Reals.

Discard up to 3 Pirates or get 2 Bread from the general supply.

Move your marker up one step in the Windmill. You do not discard the 2 Wheat.