Trinidad

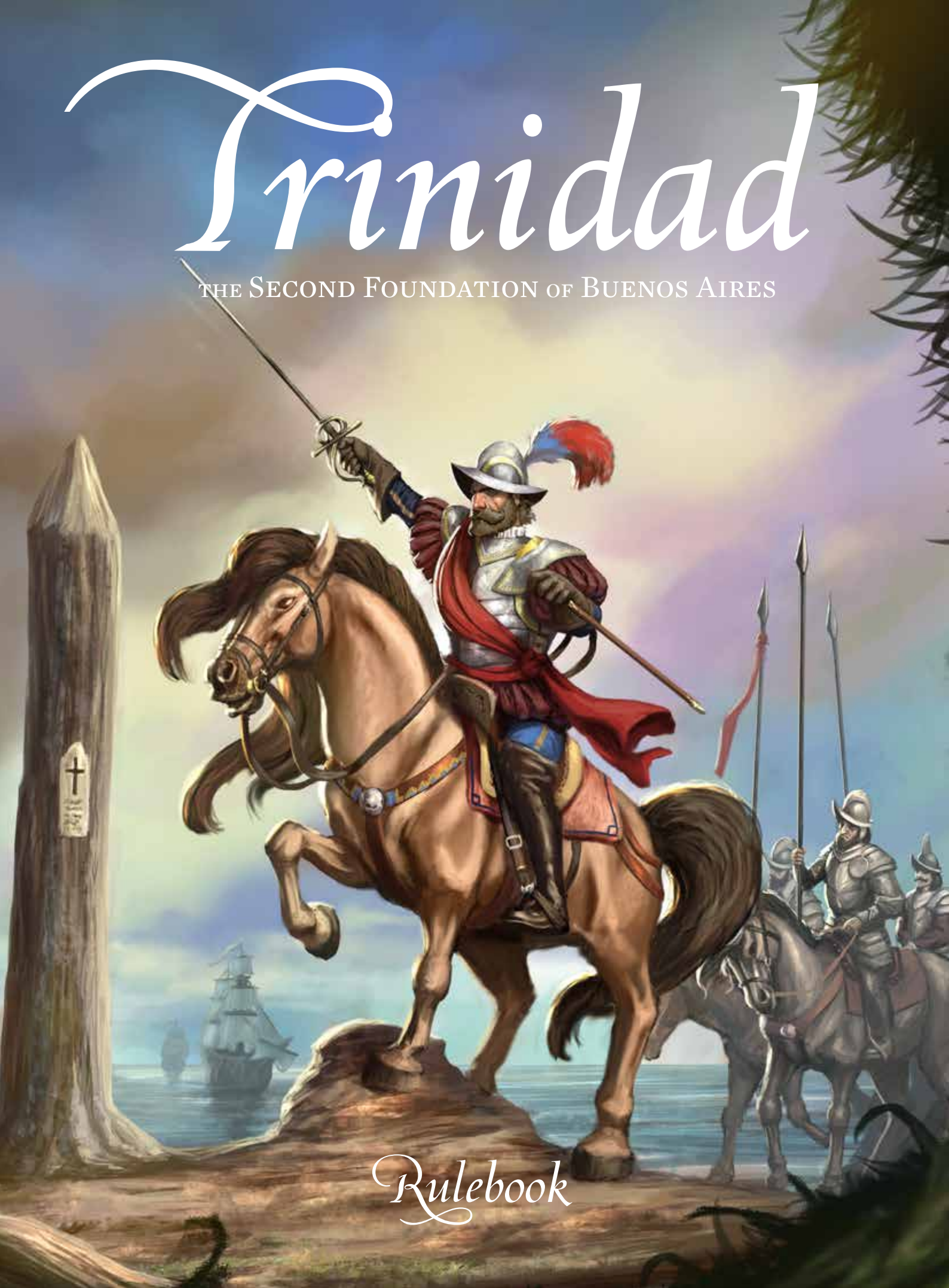### THE SECOND FOUNDATION OF BUENOS AIRES

Rulebook

Game Contents

1 main board

5 player boards

5 player Screens

5 player Aids

100 game cards
12 Character cards, 72 Affiliate cards, 16 Solo cards

40 player disks
in 5 colors

5 City Council markers
in 5 colors

8 City Council Workers

Decade marker

4 Tension markers

5 Roads markers

3 Peace markers

5 War Penalty markers
in 5 colors

30 Banners
in 5 colors

30 Vote tiles
in 5 colors

10 VP tiles
in 5 colors

45 Wood resources

45 Stone resources

15 Precious resources

12 Metal resources
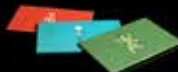

15 War markers

15 Palace markers
in 5 colors

10 Lot tiles
in 5 colors

10 Status markers
in 5 colors

5 Discard markers
in 5 colors

14 Wounds markers

14 Pillage markers

5 Blood Pact markers
in 5 colors

22 Faith tokens

10 War Opponent tiles

10 War Opponent markers

1 Combat Area Board

1 Cathedral

1 Fort

1 Cabildo

1 Harbor

27 Walls

3 Quarries

3 Carpentry

2 Churches

3 Squares

6 Palaces

2 Barracks

2 Monuments
(on square)

2 Fountains
(on square)

35 Houses
in 5 colors

2 Markets

3 Haciendas/Corporations

8 Milicianos

4 Soldiers

6 Freebooters

4 Captains

4 Warriors

6 Indios

42 Metal coins
(30 silver, 12 copper)

1 Rulebook

Historical Notes

During the colonial period, the geographical area now occupied by Argentina was not particularly interesting to the conquistadores. It was an uninhabited land, with endless plains, no natural resources, and no traces of gold or silver.

The Querandí, a small indigenous and nomadic tribe, mainly devoted to hunting, lived in the land where the city of Buenos Aires was founded.

Sebastian Caboto, who participated in an exploratory expedition in 1528, was the first to describe the Querandí's characteristics and customs. In these first expeditions, Spaniards and Natives were often friendly, with mutual respect and curiosity, and helped each other on more than one occasion.

The First Foundation. In 1536 Pedro de Mendoza's expedition arrived directly from Spain, with about 1200 men (and only 15 women!) and some cows, establishing a small settlement in the area.

During this initial period, the natives helped the Spaniards survive by providing them with food. However, as often happens when there is no true communication, it took very little for things to take a turn for the worse. The lack of resources and the Spanish arrogance led to a first bloody battle, causing a war. The Querandí found allies in other tribes of the region and prevailed over the Spanish expelling them from their territory.

Many Spaniards died, some fled, but others chose not to return to Spain but to push inland and establish the city of Asunción. The wooden fort and the city's first foundation houses were destroyed, but something brought by the Spaniards remains. It is believed that the cows (yes, them!) brought by the Spaniards colonized the endless grasslands of Argentina. In a few undisturbed years, they had multiplied rapidly, reaching the thousands.

At this point, the Querandí officially became enemies of the Spanish Crown. In subsequent exploratory expeditions of the area, they were described as dangerous people and skilled warriors in the use of bolas.

The Second Foundation. Juan de Garay started from Asunción. He was a leader and expert politician who had already founded the city of Santa Fe and had held many titles, including that of Asunción's governor. He brought 66 Spanish families, 34 soldiers, and even 300 Guarani families who would have served as laborers. The Guarani are another tribe of natives, much larger, occupying the areas to the north.

The ships used were a caravel, two brigantines, and other small boats, landing near the point chosen years before by Mendoza. The foundation ceremony was the classic one at the time, a tree stump planted in the ground and blessed by the friars present. The newly arrived were immediately put to work, and quickly built the foundations of the new settlement. The Querandí, alarmed by the arrival of the new Conquistadores, immediately prepared an attack to finally drive them away from their lands.

The chronicle describes how a prisoner held by natives, Cristóbal Altamirano, managed to warn Juan de Garay and his friends of the planned attack. He wrote a message, put it in a pumpkin, and left it to float down the river. This was fished out downstream by the Spanish, warned them of the imminent attack, and gave them time to prepare.

The fight resulted in the defeat of the Querandí and the killing of their chief Tutubá.

With this defeat, the Querandí most definitely bent the knee to the invader. In the following years, there wouldn't be any large battles but skirmishes, including one where Juan de Garay died. The Querandí were no longer able to counter the Spanish expansion, and over the following decades, they sadly disappeared into nothingness.

This game wants to celebrate the birth and development of Buenos Aires. The adversities that characterized the birth of Buenos Aires were exceptional, so it was founded twice. It is a fascinating story, almost unbelievable, which like all stories, has some dark and light aspects.

Like hundreds of other cities in the world, Buenos Aires was founded during the colonial expansion of the 16th century. It was a dark period in the history of humanity, especially in South America. This game in no way wants to celebrate it or endorse it; on the contrary: Trinidad is about construction, not destruction, and wants to intrigue players with its strategy and growing complexity.

Trinidad, as a game, also offers a different view. There are not only the conquistadors among the Spaniards. There are also ordinary people: families and people who do not think that violence is the only solution. The players will, in fact, have different interests. Some will want to make the most of the natural resources causing clashes with the Querandies. Others will try to avoid them, believing they can expand the city without disturbing the balance with the Natives.

Some characters in the game focus on war and confrontation. Others instead seek peace and collaboration and work towards it.

If the latter can prevail, it will be possible to build the city of Buenos Aires without bloodshed.
In a less corrupt and ruthless world, perhaps this would have been possible, that is to say, that there was space for everyone.

NOTE ABOUT THE EXPANSION

This rulebook includes the rules for the **Extended War Expansion**. These rules are shown in red.

GAME FLOW

In Trinidad, players represent the chiefs of Spanish families who want to build the most beautiful and richest city in the Rio de la Plata region.

Players will manage production and resource collection. They will build structures including houses, palaces, squares, churches, barracks and more. They will connect districts with roads, protect them with walls, and collaborate to build magnificent major buildings like the Cabildo, the Harbor, the Fort, and the Cathedral.

Building in central districts will give more prestige, but peripheral districts should not be underestimated as they are less crowded and easier to manage. Production buildings and character/affiliate cards will allow the players to take advantage of coins and resources, and this will let them build more and have access to actions that will earn them even more victory points (VPs).

At the end of every decade, special events can occur: the city's ship sailing to Spain for trade, an attack on the city by the Natives or the Pirates, and at scoring phase to reward players for their achievements. Players should, therefore, be careful to develop their strategy in the best way and with the best timing.

At the end of the game, the player with the most victory points (VPs) will be the winner.

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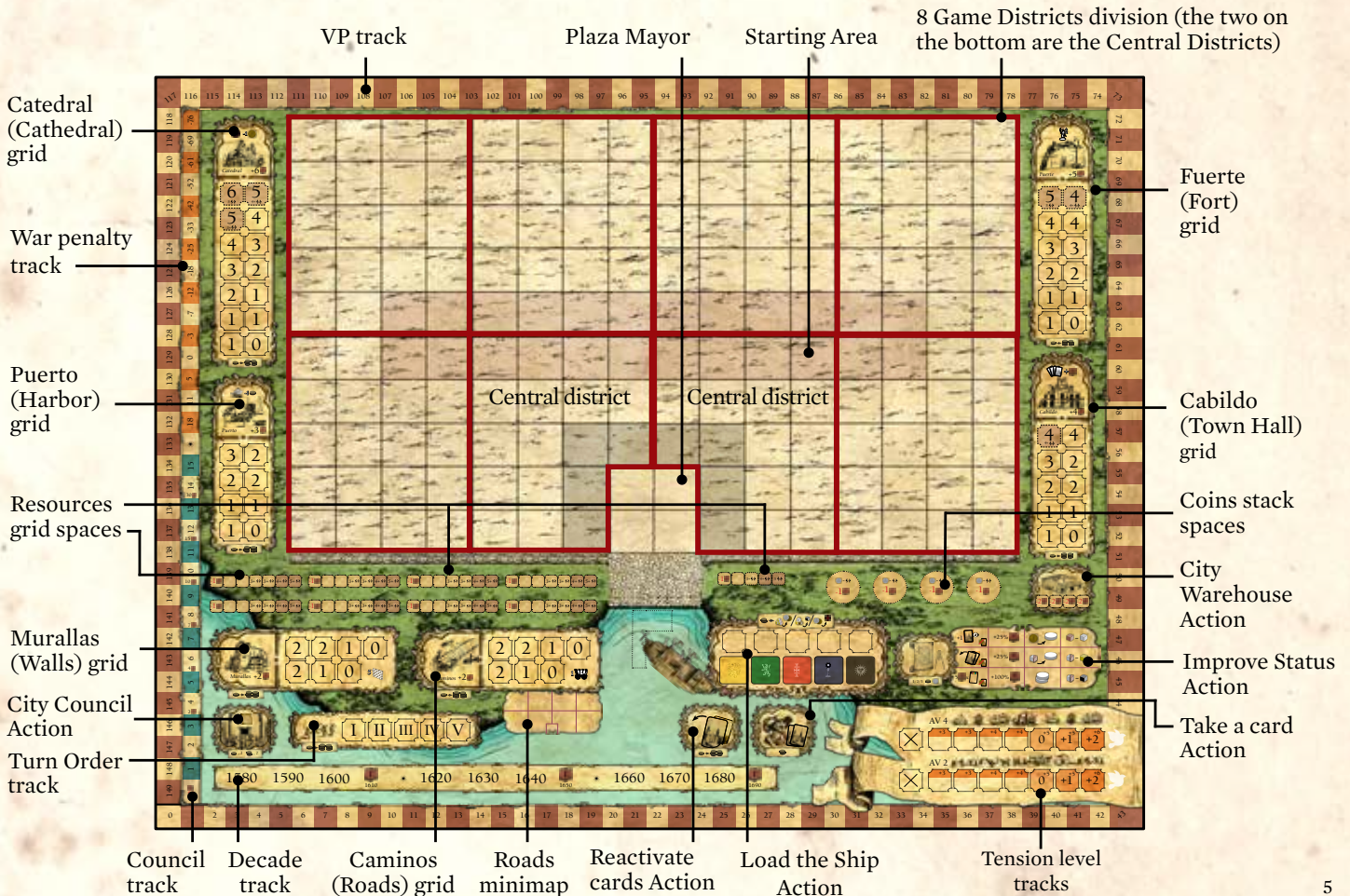
SETUP

1. **Turn Order**: Each player chooses a color, then randomly defines the turn order, and places a player disk on the Turn Order track on the game board. Place the decade marker on the first space of the decade track in the year 1580 on the 🏛 side.

2. **Gather Player Components**: Each player takes a screen, his/her player board, and the components in his/her color:

Components	Type
Lots (Lote)	2 tiles
Houses (Casa)	7 miniatures
VP tiles	2 tiles
War penalty	1 meeple (flame)
Status markers	2 disks
City Council marker	1 meeple (scroll)
Palace ownership markers	3 markers
Player disks	6 Workers, 1 VP marker, 1 Turn order marker
Blood pact	1 tile
War markers	3 tiles
Vote tiles	6 tiles

3. **Create Game Supply**: Depending on the number of players, place the following pieces in the game supply next to the board.

	Number of players		
Miniatures and Markers	3	4	5
Quarry (Cantera)	2	2	3
Carpentry (Carpintería)	2	2	3
Market (Mercado)	2	2	2
Barracks (Cuartel)	1	2	2
Church (Iglesia)	1	2	2
Corporation-Estate (Corporación-Hacienda)	1	2	3
Square (Plaza)	2	3	3
Palace (Palacio)	4	5	6
Walls (Murallas)	18	18	27
Monument (Monumento)	1	2	2
Fountain (Fuente)	1	2	2
District Road markers	4	4	5
Faith tokens	13	17	22
City Council workers (disks)	8		
Cabildo, Cathedral (Catedral), Harbor (Puerto), Fort (Fuerte)	1 each		
Resources, coins, banners	all		
Soldiers	number of players -1		
Milicianos (Militiamen)	number of players +3		

NOTE: 2-player games use 3-player configurations as they usually include an A.I. player. It's possible to play 2 (human) players, see *Solo & 2-player game* section. Resource cubes are in 4 colors: white (stone), brown (wood), yellow (precious), and black (metal). Coins are in two types: 🪙 silver and 🪙 bronze color; 2 bronze coins=1 silver coin. Banners are in six colors.

4. **Tracks and markers**: Place a player's VP marker (disk) on the first space of the VP track. Keep the VP tiles in the player area (they will be used to show 150+ and 300+ VPs scores).
    Place the player's City Council markers (the scroll) on the space with the number 3 of the Council track (4a), the War penalty markers (the flame) on the space with the number 0 of the War penalties track (4b), a black Tension marker on the first space of both of the Tension tracks (4c, one for the Pirates and one for the Natives), and the other two markers near them (4d). Place the Peace markers at the end of the tension tracks (4e) and the District Road markers near the minimap of the Roads grid (4f).

5. **Starting Resources**: Each player takes 2 stone and 2 wood resources, 1 silver and 1 bronze coin from the

game supply. The last player receives 1 additional stone and 1 wood resources. In a 5-player game, the second to last player receives 1 additional stone or 1 wood resource (at random).

6. **Starting Character card**: Take the 12 Character deck cards (brown back) and shuffle. Draw X+3 cards and display them in front of the players (where X = number of players).

In turn order, players place a disk in their chosen color on a card of their choice. All cards with a single disk are assigned to the corresponding player, cards with more than one disk are auctioned between the contesting players. Start with the lowest number card, indicated on the bottom left.

In turn order, players bid 1 or more VPs, or pass to withdraw from the auction. Each bid must be greater than the previous one. The last player left in the auction takes the card and pays the VPs. Players without a Character card select a new one from the remaining cards by repeating the procedure above until all players own one Character. Then all remaining Character cards are removed from the game.

7. **Starting Affiliate card**: Take all 72 Affiliate cards (violet back) and shuffle. The deck contains sets of 6 affiliates for each Character card in the game (sharing the same color banner).

The first player draws cards one at a time. The first card from a matching set is passed to the player holding the appropriate Character. Subsequent matches and affiliates of characters not in the game are set aside. Continue until all players have one matching Affiliate for their Character. Shuffle the set aside cards and the deck, place near the board, and draw the first card to form the game discard pile.

8. **Fill Resource grids and Coin stacks:** Taking them from cube supply, fill the 4 stone grids with white cubes, and the four wood grids with brown cubes: Use 3 cubes per grid for 2 players, 5 cubes for 3 players, 6 cubes for 4 players, and 7 cubes for 5 players. Take cubes from the supply. Place 1 precious resource (yellow cube) per player in the precious resources grid. Fill the 4 coin stacks placing 1 silver coin per player in each stack. Place 4 resources (2 stone and 2 wood) on the City Warehouse space.

For example, in a 4-player game (like the one on the picture on the left), players must place a set of stone resources in the 4 grids, a set of wood resources in the other 4 grids, 4 precious resources, and 4 stacks of 4 silver coins each.

Each player puts their resources, coins, and vote tiles behind their player screen. Place the 6 remaining player disks on the player board. Then setup is done.

PLAYING THE GAME

The game is played over **12 decades** divided into **3 Eras**, representing the years 1580 to 1690.

> **FIRST GAME OPTION:** Selecting this Option, the game will end at the end of Era 2 in the year 1650. We suggest using this Option for the first game.

Each decade contains **3 Phases** that the players must resolve in order:

A. **Start of the Decade Phase**: During this phase, players acquire Affiliate cards and pay salaries.

B. **Action Phase**: Each player performs actions such as producing resources, constructing buildings, or loading the ship with resources.

C. **End of the decade Phase**: During this phase, players perform cleanup steps to prepare for the next decade; it may also include a War, Ship, and/or Scoring phase.

The Decade track on the board: The 3 Eras are highlighted with a red bar.

A. START OF THE DECADE PHASE

DRAW CARDS

In turn order, each player draws 2 cards from the Affiliate deck, looks at them, and takes 1 card or none at all. Alternatively, the player can take the first card of any discard pile (see below).

Each player puts any discarded card(s) face-up in their own discard pile near the Affiliate deck.

Game Discard pile   Affiliate deck

Player discard piles

All the player discard piles plus the game discard pile form a display. The Discard player markers mark each player discard pile. The Game discard pile is specifically used for the cards not discarded by the players.

SALARY

Each player must pay the Affiliate card salary, which depends on the number of Affiliate cards owned: 1 bronze coin for 1-3 cards, 2 bronze coins for 4-6, 3 bronze coins for 7-9, and so on. *For example, the Blue player owns 2 Affiliate cards. They must pay 1 bronze coin, while the Yellow player, who owns 7 Affiliate cards, must pay 3 bronze coins.*

If a player doesn't have sufficient coins or does not want to spend coins, they can discard enough cards to be able to cover their salaries, or **lose 2 Victory Points** (VPs or 🏆) for each Affiliate card not paid, or a combination of these two possibilities. *For example, the Yellow player owns 7 Affiliate cards and must pay 3 bronze coins. They choose to discard 2 cards. In this way, they now have 5 Affiliate cards and should pay 2 bronze coins; they choose to pay 1 bronze coin, which covers 3 cards. Two cards remain unpaid, so they lose 4 VPs.*

B. ACTION PHASE

During the Action Phase, starting with the First Player, each player takes **a main action**. The players can also perform any **free actions** (see *Free Actions* section).

Main Actions cost a variable number of workers, resources, and/or coins. The workers available to the players are stored on the Available Workers disk spaces on the player boards, while resources and coins are in the player supply.

When all players have completed their main action, the round starts again with another turn of players' actions. When a player has used all their available workers, they cannot perform any further main action and must pass. When all players have passed, the Action Phase ends.

The main action areas are located on the main and player boards. When a player takes an action, they place the indicated number of workers on the action space while resources and/or coins go in the game supply. **Actions may be repeated within the same decade as long as the required buildings, resources, etc. are available.**

On the player board, there are these main action spaces:

1. **Minor Buildings, Group A**: Lot, House, Palace, Square, Fountain, Monument construction action spaces.
2. **Minor Buildings, Group B**: Carpentry, Market, Barracks, Quarry, Corporation, Hacienda, Church construction, and activation action spaces. These buildings have a double space: use the one on the left to build them, and the one on the right (in red) to activate them.
3. **Remove House/Palace**.
4. **Deploy Milicianos**.

On the main board, there are these main action spaces:

5. **Load the Ship**.
6. **Take a card**.
7. **Reactivate Cards**.
8. **Player Order**.
9. **City Council**.
10. **Improve Status.**

Example. The Yellow player takes 2 Workers from the Available Workers disks spaces *and places 2 of them in the Lot space. Then they place a Lot tile on the map.*

11. Major Buildings: Fort, Cathedral, Harbor, Cabildo, Walls, Roads construction grid spaces.

1-2. Minor Building Construction, Group A-B

Players can **construct** different buildings (see table below). To build one, the player must take the required workers from the available worker spaces and place them on their player board's construction action space.

If the building has two spaces (yellow for construction and red for activation), use the yellow space. Then pay the cost (if any) in resource cubes and/or coins to the game supply. Finally, place the building's miniature/tile on the map.

| name	requirement	costs
Lot (Lote)		2 🪙
House (Casa)	Lot	2 🪙 1 🟫 1 ⬜
Palace (Palacio)	House	3 🪙 3 🟫 3 ⬜ 1 ⬛
Quarry (Cantera)		1 🪙 2 🟫
Carpentry (Carpintería)		1 🪙 2 ⬜
Market (Mercado)		1 🪙 1 🟫 1 ⬜
Corporation (Corporación)	Market	3 🪙 2 🟫 2 ⬜
⬜ Hacienda	Quarry	3 🪙 2 🟫 2 ⬜
🟫 Hacienda	Carpentry	3 🪙 2 🟫 2 ⬜
Square (Plaza)		1 🪙 1 ⚙
Monument (Monumento)	Square	1 🪙 1 ⬜ 1 🟨
Fountain (Fuente)	Square	1 🪙 1 ⬜ 1 🟨
Barracks (Cuartel)		2 🪙 3 🟫 2 ⬜ 1 🟨
Church (Iglesia)		2 🪙 2 🟫 3 ⬜ 1 🟩

Construction requirements
The building miniature must be placed on a space of the board map. The player must select an empty space inside **the Starting Area** OR **adjacent to a building they own** (Lot, House, Palace, Monument or Fountain of their color).

Starting Area: The red spaces at the center of the city map.

Adjacent Space: Any of the 8 spaces around a selected space.

Example. The Red player places a Lot (A) on the Starting Area.
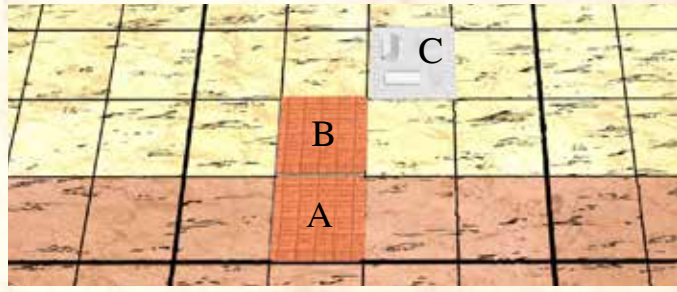
On the following rounds, the Red player places another Lot (B) adjacent to the first one (A), and then built a Quarry (C) adjacent to Lot B.

- Lots and Houses are taken from the player supply, while other buildings are taken from the game supply. **If a building is not available from the supply, it cannot be built.** For the Palace, if either the player's Palace ownership marker or the Palace miniature is not available, it cannot be built.

- Some buildings can be upgraded, and therefore replaced, by others. Such buildings are identified on

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the player board with arrows indicating the enhanced structures. It is also detailed in the requirement/cost table above.

NOTE: When a House replaces a Lot or a Palace replaces a House, the original Lot/House returns to the player's supply and becomes available again. For the Palace, the player puts a Palace ownership marker on the miniature to mark it their own.

When a Corporation or a Hacienda replaces a Market, Carpentry, or Quarry building, the original building goes back to the game supply and becomes available again. Please note that the Corporation and Haciendas share the same miniature, so building one type will limit their use by other players. Place a resource cube on the corresponding Hacienda (wood or stone, taken from the game supply) to distinguish it from the Corporation.

Finally, Fountain or Monument markers are added to the Square, changing the building to a Fountain or a Monument, but without making the Square miniature available again in the supply. When a player builds a Fountain and/or a Monument they may optionally place one of their status markers on it to identify it as one of their buildings.

- The four spaces on the map above the Fort space form the **Plaza Mayor** (see the red spaces in the image below). They remain empty and no building can be built upon them.
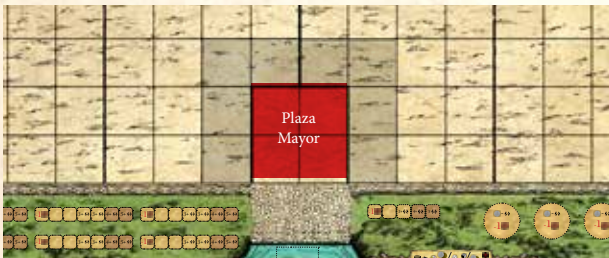
The Quarry, Carpentry, Corporation, Hacienda, Market, Barracks, and Church immediately provide **City Council points** 📜 to the player who builds them.

Barracks, Church, Monument and Fountain also provide **Victory Points** 🛡️. This information is shown on the player board. Assign 🛡️ and 📜 on the respective tracks on the board.

2. MINOR BUILDING ACTIVATION, GROUP B

Some buildings can be activated to gain an effect. These buildings have a double-action space on the player board: a player can place workers on the left side to build it or on the right side (in red) to activate it. The left side shows the construction costs, while the right shows the activation costs and effects.

The required workers must be taken from the available spaces and placed on the corresponding activation red space.

For example, the Yellow player places a Worker on the player board's Carpentry (Carpintería) activation space to activate a Carpentry building and take 2 wood resources.

Activation limitations

- The activated building must be **adjacent** (on one of the surrounding 8 spaces) to a building of the player color: Lot, House, or Palace (and Monument/Fountain if the player placed their marker on them).
- Only 1 of the potential activation effects can be chosen and **it may not be boosted with extra workers**. *For example, the Yellow player uses 1 worker to activate the Quarry building to convert 2 stone resources into 1 precious resource. In a single activation, they cannot use 2 worker to convert 4 stone resources into 2 precious resources.*
- Each player can **activate a building only 1 time per decade**. If the player is adjacent to multiple buildings of the same type, the number of possible activations is one per building. **NOTE**: The number of activations performed by each player is visible on their player boards and is equal to the number of workers present in each activation space.
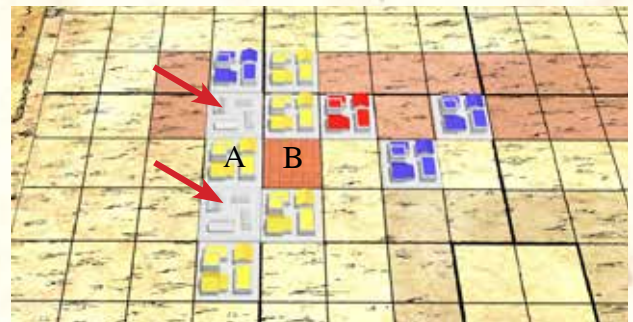
Example: There are two Carpentry buildings in the city (red arrows). The Blue player has a House adjacent to one of them: they can activate this building just once per decade. Instead, the Yellow and Red players are adjacent to both of them respectively with a House (A) and a

Lot (B). This means they can activate each Carpentry building once per decade, so twice in total.

ACTIVATION EFFECTS

name	activation
Quarry (Cantera)	1 [coin] = 2 [stone] 1 [coin] +2 [stone] = 1 [precious]
Carpentry (Carpintería)	1 [coin] = 2 [wood] 1 [coin] +2 [wood] = 1 [precious]
Market to sell (Mercado)	1 [coin] + 2 ([stone]/[wood]) = 1 [silver] 1 [coin] +1 [precious] = 1 [silver] 1 [coin] +1 [metal] = 2 [silver]
Market to buy (Mercado)	1 [coin] + 1 [silver] = 2 ([stone]/[wood]) 1 [coin] +1 [silver] = 1 [precious] 1 [coin] + 2 [silver] = 1 [metal]
Corporation (Corporación)	as Market selling at +1 [bronze] or buying +1 [stone]/[wood]
[stone] Hacienda	1 [coin] = 2 [stone] +1 [stone] 1 [coin] +1 [stone] = 1 [precious]
[wood] Hacienda	1 [coin] = 2 [wood] +1 [wood] 1 [coin] +1 [wood] = 1 [precious]
Barracks (Cuartel)	1 [coin] + 1 [veteran] + 1 [metal] = 1 [soldier] Fort: +1 [coin] + 1 [soldier] +1 [metal] = 1 [veteran soldier]
Church (Iglesia)	1 [coin] +1 [silver] = 1 [faith] Cathedral: 1 [coin] + 1 [bronze] = 1 [faith]

Quarry: Gain 2 stone resources or convert 2 stone resources to 1 precious resource.
Carpentry: Gain 2 wood resources or convert 2 wood resources to 1 precious resource.
Market: Sell or buy 2 wood/stone (any combination) resources for 1 silver coin, 1 precious resource for 1 silver coin, or 1 metal resource for 2 silver coins. Remember that with a single activation, you can only make 1 single sale or 1 single purchase.

> **NOTE:** Sales require real resources. Any effect that produces a discount (or considers one resource equivalent to another one) does not apply to this action.

Corporation: Like the Market, but when selling, the player gains 1 additional bronze coin, and when buying, they receive 1 additional stone or wood resource.
[stone] **Hacienda**: Gain 2 wood resources from the board grids + 1 bonus wood resource from the game supply, or convert 1 wood resource to 1 precious resource.
[stone] **Hacienda**: Gain 2 stone resources from the board grids + 1 bonus stone resource from the game supply, or convert 1 stone resource to 1 precious resource.
Church: Convert 1 silver coin to 1 Faith token. If the Cathedral has been built, the conversion is 1 bronze coin to 1 Faith token. They are used in the Scoring phase (see the *Scoring Phase section*).
Barracks: Convert a Veteran Miliciano into a Soldier by paying 1 metal resource to the game supply. In addition to that, if the Fort has been built (see *Major Building* section),

Barracks can convert a Soldier into a Veteran Soldier by paying 1 metal resource to the game supply.

Place the Soldier miniature near the player board. Place a player **War marker** under it (blank face up) or, if you performed an upgrade, flip the existing War marker so the Veteran side is face up. If the player has no more War markers available or there are no more Soldiers in the game supply, they cannot acquire them.

A Veteran Soldier

Lot, Square, Monument, Fountain, House, and Palace: These buildings cannot be activated.

COIN STACKS AND RESOURCE GRIDS

When a player acquires resources (stone, wood, and precious resources) **he/she must take them from the resource grids on the board**, while sold/used resources must be put in the game supply.

A player can choose to take resources from one or more grids, as preferred. If all resource grids are empty, no further resources are available during this decade from this source. The player who takes the **last resource** from a grid **immediately loses 1 VP**, as shown on the board.

RESOURCES & COINS: There are 4 types of resources. Stone and wood are used to build buildings, while precious resources are used to build specialized constructions and to hire Veteran Milicianos. Metal resources are used to acquire/upgrade Soldiers and build Palaces: they can be obtained only by commerce with the Ship (see *Load the Ship* section) or with the Market/Corporation activation. There are 2 types of coins: silver and bronze: 1 Silver coin = 2 bronze coins.

For example, the Yellow player activates a Quarry building and has to take 2 stone resources from the board as it is displayed on the image. They can take 1 resource from the first grid and the second resource from the third grid. This way, none of the grids will be emptied. On the other hand, they might be interested in taking them from the second and fourth grids to empty both grids and maybe provoke a war with the Natives (see End of the decade, Tension level, and War Section).

The same concept is applied to coins: **Acquired coins must be taken from coin stacks on the board**, and used coins must be placed in the game supply. Players can choose to take coins from one or more stacks. If no coins are available in any of the coin stacks, no further coins can be acquired during that decade. The player who empties a coin stack **immediately loses 1 VP** as shown on the board.

• The player cannot choose to take fewer coins. They must take all coins available up to the required amount.

- When you need a bronze coin from a board stack of silver coins, take 1 silver coin and place it in the game supply. Then take 2 bronze coins from the game supply and add 1 to your reserve and 1 to the same coin stack. In this case the player has not emptied the stack and does not lose a VP.

3. REMOVE HOUSES/PALACES

By taking 1 worker from the workers' available spaces of the player board and placing it on the related action space, a player can remove a **House** or **Palace** of the **own color**.

4. DEPLOY MILICIANOS

By placing 1 available worker in the Milicianos (Militiamen) space a player can create either a standard Milicianos or upgrade an existing figure to veteran status.

In the first case the player places the figure on one of their war markers (blank side up). If there are no Milicianos figures in the general supply or all a players war markers are in use this action may not be taken.

In the second case the player pays 1 precious resource and flips a war marker, under their Milicianos, from its blank to its veteran side.

Veteran Miliciano   *Standard Miliciano*

5. LOAD THE SHIP

With this action, the players can load elements on the Ship, sending them to Spain to **receive metal resources, coins, or Faith tokens**. Placing 2 Workers in the Dock area of the board, a player can load on the Dock 3 wood or 3 stone resources, or a resources triplet (1 wood, 1 stone, and 1 precious), or 1.5 silver coins (1 silver and 1 bronze coin). It's not possible to load more than 3 elements (resources and/or coins) for each player or other elements combination.

> **NOTE:** To Load the Ship, real resources or coins are required. Any effect that produces a discount (or considers a resource or coin type equivalent to another one) does not apply to this action.

If the **Harbor has been built** (see the *Major Building* section), this action only costs 1 Worker.

At the end of the Decade, the players are paid: **1 silver and 1 bronze coin** for any 3 wood (or stone) resources, **1 metal resource** for every triplet (1 stone, 1 wood, and 1 precious resource), or **1 faith token** for each 1.5 silver coins (1 bronze and 1 silver). Then the resources and coins on the ship are moved to the game supply.

- Metal resources and faith tokens are taken from the game supply, while coins are taken from the main board coin stacks.

For example, the Green player loads a triplet, and the Red player 3 stone resources. At the end of the Decade, the Green player receives 1 metal resource, while the Red player receives 1 silver and 1 bronze coin.

6. TAKE A CARD

This action costs 2 workers. A player may choose one of the following:

1. Draw 2 cards from the Affiliate deck, and keep 0 or 1 of them.
2. Take the top card of any single discard pile.
3. Buy a card of the color of your Character card from another player for 1 bronze coin. The other player cannot oppose.

7. REACTIVATE CARDS

This action operates during the *End of Decade* Card Reactivation Step.

When cards are used for their effect they are rotated by 90 degrees and become unavailable until reactivated (see *Character and Affiliate card* sections).

Players may reactivate **up to 2 cards for each worker** allocated to this action. *For example the Blue player places 2 workers and reactivates 4 cards of their choice (character and/or affiliate cards).*

8. PLAYER ORDER

Players can place 1 or more workers on top of their turn order marker. During the resolution step at the end of the decade, the player with the **most workers** removes them and moves their marker to the first position, pushing other players to the right. The player with the second most workers moves their marker their marker to the second position, etc. If there is a tie between players the rightmost takes precedence. If no worker was played, a player marker will not move up the player order at the end of the decade.

For Example, the Yellow player places a worker over his turn maker. At the end of the decade, Yellow becomes the first player, and the other players shift to the right accordingly.

9. CITY COUNCIL

A player gains **3 or 7 points** (votes) on the City Council track using 1 or 2 Workers in this action. Move the corresponding player's City Council marker further along the City Council track on the board. It is not possible to go over the maximum value of the track.

10. IMPROVE STATUS

By improving their status in 4 categories (cards, VPs, workers and construction), players are able to modify some of the game effects to their benefit. Each category has 3 incremental levels.

The first level costs 1 worker and 1 silver coin, the second level 2 workers and 2 silver coins, and the third one costs 3 workers and 3 silver coins. *For example, to reach the third level in the construction, a player must first gain the first level, then the second, and finally the third. Completing the process will cost them 6 workers and 6 silver coins.*

When a player gains a new Status, they must take their own Status marker and place it on the selected category on the Status table on the board. When a player increases his Status, they must move their marker on the table accordingly. There are only 2 Status markers for each player to select up to 2 categories. Status markers are also optionally used to mark Fountain and/or Monument building. If so, they aren't available for this action.

Status level description:

Construction status.

Level I	The player can consider a wood resource like a stone resource (and viceversa) 1 time per Decade.
Level II	In addition to the Level I action power, the player can consider a wood or stone resource like a precious resource (and viceversa) 1 time per Decade.
Level III	In addition to the Level I and Level II action powers, the player can consider a wood or stone resource like a metal resource (and viceversa) 1 time per Decade.

Worker status.

Level I	1 time per decade, the player gains 1 City Council Worker, if available in the game, paying 1 bronze coin to the game supply. This worker can be used like other player workers (see *City Council Workers* section).
Level II	The Level I action is available spending 1 bronze coin OR 1 resource (wood/stone).
Level III	The Level I action is doubled and free: the player can use up to 2 City Council Workers for free 1 time per decade.

VP status.

Level I	1 time per decade, the player gains a bonus of 25% on the VPs from a single source (rounded down). This bonus applies to a single VPs assignation. *Some examples: the player increases the VPs gained at decade end for completing a Major building, but they can only increase the VPs from a single worker; at the Scoring phase, the player can increase the VPs coming from a single House or a single Palace, the VPs coming from a card color series, or the VPs coming from being the richest player.*
Level II	A further bonus of 25%, so the Level I bonus becomes 50% (25%+25%=50%).
Level III	A further bonus of 100%, so the Level I bonus becomes 150% (25%+25%+100%=150%).

Cards status.

Level I	1 time per Decade, the player can draw 1 additional card when they have to draw cards from the deck (this doesn't influence the number of cards they can keep). The player can also ignore 1 Affiliate card in the salaries payment procedure.
Level II	In addition to the Level I action power, 1 time per decade, the player can do the Reactivate cards action as a free action with no cost. The player can also ignore 1 more Affiliate card in the salaries payment procedure (for a total of 2 free cards).
Level III	In addition to the Level I and Level II action powers, at the Scoring Phase, the player gains 1 VP (in 2-3 players) or 1.5 VPs (in 4-5 players, rounded down) per each card color that they own x the current Era number. *For example, in a 4-player game, a player with Card Status Level III with 11 different colors at the third Era, gains at Scoring Phase 45 VPs (10 x 1.5 x 3 = 45). These VPs are additional to the normal VPs from the Card color series. The player can also ignore 1 more Affiliate card in the salaries payment procedure (for a total of 3 free cards).*

The Yellow player gained the second level of VPs Status, while the Red player got the third level of Construction Status.

11. Major Building

There are 6 different Major buildings: Cabildo, Cathedral, Fort, Harbor, Walls, and Roads. Each Major building has a grid of spaces depicted on the board.

Players can place workers on the space of the grid during their turn. They can place them in any space available and any order. When all of the spaces are filled, the building is completed.

> **Note**: The darker spaces on grids are only used in 5, 4, or 3-player games as shown by the number near the 👯 symbol.

The **first player to place a worker** in the space of an empty Major grid immediately **gains 2-6 VPs** as shown on the board next to the 🛡 symbol near the building's name. The VP amount depends on the building's type: Cathedral gives 6 VPs, Fort 5 VPs, Cabildo 4 VPs, Harbor 3 VPs, Roads and Walls 2 VPs. This bonus is assigned regardless of when the building is built.

For example, the Yellow player places 3 workers on the Cathedral grid, which is empty. They immediately score 6 VPs. Then the Blue player places 1 worker there: in this case, no VPs are assigned as the grid is not empty.

When all the spaces on a Major Building grid are occupied by workers (of any color), the building is **completed**: The **player who put the last worker immediately places the building's miniature(s)** on the City map and, if required, chooses where to place it. This placement doesn't require the adjacency of a player building.

For example, the Yellow, Red, and Green players are building the Harbor. There are three spaces still empty. The Blue player places 3 workers and the building is now completed.

Then, at the end of the decade, for **each completed building**, each player takes back their workers from the building grid and places them in their supply, see the *End of the decade* section. Then they score the number of VPs shown on the spaces occupied by their workers.

> **Note**: If the Major building grid is not completed, players cannot take back their workers unless they the *Recover Workers* free action.

Major Building grids can be completed **only 1 time per game**, except for Roads and Walls, which can be completed several times.

Example: If the Blue player places the last Worker on the Cabildo grid filling the last space, he/she immediately places the Cabildo miniature around the Plaza Mayor, where he/she prefers. At the end of the decade, each player takes back his Workers from the Cabildo grid and scores the VPs shown on the space occupied by their workers. After this, the Cabildo grid will not be available for the rest of the game.

Major Building Description

Cabildo: The Cabildo is the Government Palace. It must be placed in one of the spaces surrounding the Plaza Mayor; if the spaces are all occupied by other buildings, the player placing the Cabildo can remove one Minor Building of his choice, which goes back to the player's supply or the game supply. If a building removed is a player's House/Palace, that player receives respectively 1 bronze/2 silver coins from the game supply.

The Cabildo provides a bonus of **+5 VPs to the VP value** of the district during the Scoring phase, increases the VPs provided by **character cards**, see the *End of the decade* section.

Cathedral (Catedral): Like the Cabildo, the Cathedral has to be placed in the spaces surrounding the Plaza Mayor; if the spaces are all occupied by other buildings, the player placing the Cathedral removes one or two Minor Buildings of his choice, which goes back to the players who owned them or to the game supply. If a building removed is a player's House/Palace, that player receives respectively 1 bronze/2 silver coins from the game supply.

The Cathedral provides a bonus of **+5 VPs to the VP value** of the district during the scoring phase. It decreases the **Faith tokens** cost from Harbor and Church of 1 bronze coin. If the Cathedral is placed on spaces belonging to two districts (the Cathedral miniature occupies 2 spaces of the map), the two districts divide the bonus to the VP value of the district, gaining +2 VPs bonus each.

Cathedral and Cabildo miniature can be placed only in the spaces around the Plaza Mayor: the available spaces are highlighted in the red in the picture above.

 Fort (Fuerte)**:** The Fort allows players to recruit Veteran Soldiers and provides a bonus of **+5 VPs to all districts' VP value** during the Scoring phase. The Fort is placed below the Plaza Mayor (see image below).

 Harbor (Puerto): It reduces the number of Worker required to Load the Ship action and provide a bonus of **+5 VP to all districts' VP value** during the Scoring phase. The Harbor miniature must be placed below the Fort's space on the dotted shape.
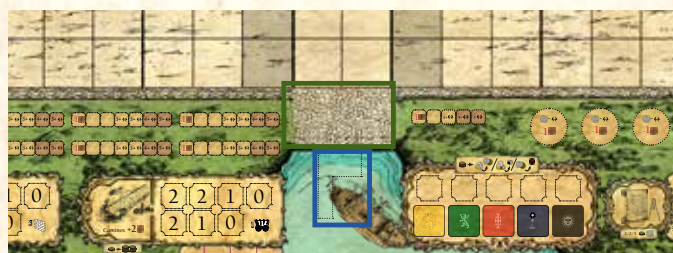
 Walls (Murallas): This grid can be completed multiple times, as long as wall miniatures are available in the game supply.
Once a Wall grid is completed, up to 5 wall miniatures are freely placed on the **external** perimeter of the City. The City perimeter is made by the West-North-East map sides, ignoring the South map side (Sea side).

The external perimeter of the City (red line).

If the district's external side(s) are entirely protected by walls, the district is **closed by walls** and gains **+5 VPs to its VP value** during the Scoring phase. The Walls can also influence the War (see *War* section).

There are 8 districts on the map, but only the 6 districts along the city perimeters can be closed by walls; the two Central districts cannot gain the related VPs bonus.

For example, the districts on red are closed by walls. The two Central district, shown in blue, cannot gain Walls protection.

 Roads (Caminos): This grid can be completed multiple times, as long as District Road markers are available. The player who completed the Road grid chooses a District without Roads and places a District Road marker on the corresponding space of the mini-map depicted under the Roads grid.

The mini-map of Roads with a marker in the central left district.

A district with Roads gains **+5 VPs to its VP value** during the Scoring phase. In addition to this, the **players can freely build** and **activate any building in this district**, no matter if they have an adjacent building.

For example, in the figure above, the district highlighted in grey has Roads. This allows all players to build also in the A spaces and to activate any buildings also if not adjacent to them (like the Barracks for Red, Yellow, and Green players).

Free Actions

Free actions are slow or fast (⚡). The players can do any number of slow free actions until they complete their current turn's main action, while fast free actions are always available (also out of the player turn). It's also possible to do the same free action multiple times, if not restricted by the specific free action rule.

- **Use an Affiliate card (slow/fast)**. See the *Affiliate cards* section. Some cards represents fast free actions (⚡ cards) and can be played out of the player's turn. See the Cards reference for more info.

- **Burn an Affiliate card (slow)**. See *Affiliate Cards* section.

- **Use a Character card (slow)**. See the *Character card* section.

- **Trade (fast)** with other players. It's possible to trade coins and resources between players freely, linking the trade to a specific behavior. It is not possible to trade other game elements. *For example, the Yellow player wants to push other players to complete the Cathedral and offers 2 silver coins to the player, which will help to do it.*

- **Move/Fight** (**slow**; Extended War Expansion only). If a War is in progress and the player has Soldiers and/or Milicianos in the Combat Area, they can **move** and/or **fight** with them during his turn.

- **Blood Pact (fast).** Once during the game, a player can use his **Blood pact** token to seal an agreement between them and another player. If one of the two players use this token, the agreement made is not breakable (players can also write the agreement to avoid any misunderstanding). Discard the Blood pact token after use. Players' agreements are usually used during City Council voting discussion to gain the support of another player's votes or persuade other players to join a Major Building construction.

In the case that two opposite Blood pacts force a player to incompatible actions, apply the pact sealed as first and ignore the second one. *For example, the Blue player makes a Blood pact with the Yellow player to vote together in the City Council. Then the Red player makes the same Pact as the Blue player. If a City Council voting procedure Blue and Red player declares two opposite votes, the Yellow player must vote with the Blue player.*

Note: there is no consequence of breaking a no-Blood pact (excluding player revenge...).

- **Remove a Lot (slow)**. A player can **remove their own Lot** from the map as a free action. So it's possible to remove a Lot and then immediately do the action to place it again.

- **Recover Workers (slow)**. A player can **recover their workers** during their turn from an incomplete Major Building grid paying double the amount of VPs depicted next to the symbol near the building's name. This VP penalty is independent of the number of workers to remove. The workers go back in the available worker's spaces of the player board and can be used immediately.

For Example, the Yellow player placed 3 workers in the Cathedral grid. After discussing with other players, they understand that other players will not help with that building, so they decide to remove them. He immediately loses 12 VPs and use these workers to build a Palace instead.

- **Use City Warehouse (slow)**. A player can take any number of resources available in the City Warehouse spaces of the board. For each resource taken, the player loses 2 VPs as a penalty. If these resources are not used before the end of the player turn **they are removed** to the general supply.

For Example, the Yellow player takes 2 wood resources from City Warehouse and takes a -4 VPs penalty. Then they build a Quarry and end their turn.

Note*:* A player's VPs can be negative! If that happens, place the player VP tile with the negative side under the VP player marker. In this way, the VPs track will symbolize negative VPs.
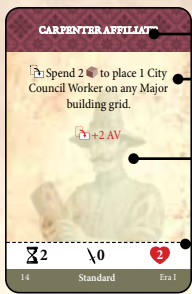
Character Cards

Character cards are used as a free action by rotating them 90 degrees. This immediately precipitates **a City Council Vote**. Only one vote is allowed per decade (see *City Council Vote* section for details). Used cards become unavailable for this purpose until reactivated.

Character cards (rotated or not) also provide VPs during each scoring phase as described on the card. A card reference is provided at the end of the rules.

Affiliate Cards

Each card shows the card's character group (by title and color), and the Card Power. In addition to this, the card shows two specifications, which are used only with Extended War Expansion: War Power and Control card specifications.

Character group
Card Power
War Power (only for Extended War Expansion)
Control card specifications (only for Extended War Expansion)

Each Affiliate card is part of a character group of a specific color. Each group contains 6 cards and 1 character card. If a player collects cards of the same color, they can score additional VPs during the *Scoring* phase.

The Card power, written in black, enhances player actions and VP scoring.

USE AN AFFILIATE CARD

Affiliate cards can be used during the player's turn as free action: the player must rotate the card by 90 degrees and then immediately apply the card's power. Cards with the ⚡ symbol can also be played out of the player's turn.

- A rotated card is considered used and cannot be used again until reactivated with the *Reactivate Cards* action.
- Card powers cannot be postponed.

BURN AN AFFILIATE CARD

Affiliate cards can be burned by their owner as free action. It doesn't matter if they are rotated or not.

For each card burned, the player gives **+1 AV bonus** to a Miliciano or Soldier (see *War* section). This bonus expires after the Tension level and War step of the decade end. If the *Extended War Expansion* is applied to the game, by burning a card, a player can gain +1 bonus Movement for his miniature, or, in a fight action, a bonus of +5 AV or x2 AV (see *Extended War Expansion* section).

- It's possible to burn 1 or more cards per turn, and it's also possible to burn rotated cards.
- It's not possible to rotate and then burn the same card during the same turn, but it's possible to do it in the single Decade.
- All burned cards must be placed in the player discard pile face up. The player chooses their order.

An *Affiliate Card Reference i*s available at the end of the Rulebook.

CITY COUNCIL WORKERS

They represent common citizens who help the city grow. They aren't usually available to players, but some card effects may allow players to use them.

City Council workers are represented by **white disks** and are limited in number in the game supply.

- Some cards direct the use of City Council Workers. Refer to card glossary for further information.
- Worker Status level improvement allows addition of a council worker to a players available workers.

- If not used on a Major Building grid, they will go back to the game supply as part of the recover worker step of the decade end phase. If used on a Major Building grid, they will be removed at building completion, and then they will return to the game supply.
- City Council workers do not provide VPs from the Major Building grid to the player (for being the first to place or for worker placement) as the regular workers do. These VPs are not assigned. If a City Council Worker completes a Major Building, the player first in the turn order will place it on the map.

CITY COUNCIL VOTE

When a player rotates their character card to initiate a council vote, they become the "legislator", and the voting procedure starts immediately. **Only one vote is permitted per decade**: flip the decade marker hiding the 🏛 face and showing the "X" face as a reminder it has happened (flip back at end of the decade).

The legislator chooses 1 law from the law list below. This law is discussed and approved (or rejected).

Players can freely discuss and trade between them to "convince" others to vote "yes" or "no" (see *Trade* in the *Free Actions* section). Then they must make a declaration of their intention to vote (of course, they can lie).

Players can also use their **Blood Pact** token to seal an agreement (see *Blood Pact* on the *Free Actions* section). In this case, the agreement cannot be broken.

How to vote: Each player takes their own set of Vote tokens and places any number of them secretly in his fist.

- Players use either a "yes" (si) or "no" (no) token plus any number of tokens of any value.
- It's possible to abstain from the vote with an empty fist.

All players together reveal their votes, sum the votes for the "yes" and for the "no" and check which side wins.

If there are 0 votes, the law is rejected. "no" wins.
If there is a majority of "yes" votes, the law is approved. "yes" wins.
If there is a majority of "no" votes, the law is rejected. "no" wins.
If there is a tie, count the current City Council value of each faction (before any reduction for votes done, see below): the side with the higher count will win the vote. If the vote is still tied, then the law is rejected and "no" wins.

Assign 4 VPs x Era to the faction which wins the vote (no matter if "yes" or "no"). If there are 2 or more players, divide the VPs between them (rounding down). If the "yes" vote is unanimous, **assign all VPs to the legislator.**

- 1 or more abstentions breaks unanimity.

Then each player decreases their **own City Council value** of the value of tokens used. *For example, the City Council value of the Blue player is 10. They use 3 tokens (1, 2, 3 value): their City Council value decreases to 4.*

If a player goes to 0 or lower value, they immediately

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lose 2 VPs + 2 VPs x their negative value. Then, after VP penalization, the player City Council marker **goes back to value 1**. *For example, the Green Player must pay 7 Council points, and his City Council value is 5: it becomes -2, they lose 6 VPs, and then their City Council value becomes 1.*

For example, the Yellow player is the legislator, and they ask for the construction of the Cabildo because the Red player pays them 1 silver coin to do so. Players discuss this, and all players declare a "yes" vote.
The vote is done secretly and then revealed: Yellow player voted "no" with 1 token of 2 votes value, Blue player voted "no" with 1 token of 1 vote value, Red player voted "yes" using 2 tokens for a total of 4 votes (they used a "3 votes" and a "1 vote" tokens), and Green player voted "yes" with 1 token of 1 vote. The result is 5 "yes" and 3 "no". The request is approved! Then each player decreases his City Council value: the Red player was with a City Council score of 1, but they used 4 votes, so they have to decrease their score of 4 points and goes to -3: they lose 8 VPs! Then Red Council City marker is put to value 1 again. Green and Red player won the vote and gains 4 VPs each, as the vote has been done in the second Era.

For example, the Red player abstains, the Green player votes "no" with 1 token of 3 value, the Yellow player votes "yes" with 1 token of 2 value, and the Blue player votes "yes" with 1 token of 1 value. The result is a tie, but the current City Council score is 12 for the Green and 13 summing up the Yellow (7) and Blue (6): the Yellow and Blue win, and the law is approved!

The legislator can choose between these laws:

Major Building Act (Fort, Cathedral, Cabildo, Harbor, Walls and Roads). The legislator asks to speed up the construction of a selected Major building. If approved, the legislator places up to 3 City Council workers in the selected building grid. If there are not enough City Council Workers in the game supply, place only the disks available.

These workers do not provide VPs, but the legislator chooses which grid spaces to use.

If, with this action, the building is complete, the legislator places the miniature on the map. If the current decade is the final one, without placing city council workers and even if incomplete, the building is immediately completed and placed by the legislator.

In either case VPs are awarded to any players with workers on the grid as usual. The legislator does not gain any extra from completing the building by the application of this law.

Peace Act. As a requirement, the legislator must pay 1 silver coin before the vote. If approved, a new peace marker is put on the current or next decade on the Decade track (or on the first available space if there is already a peace marker). Please remember that in the last game Decade peace marker is not effective to avoid the War.

War Proclamation. If approved, and there is a peace marker in the current or next decade, the legislator removes it. If approved and there is no peace marker in current or next decade, the legislator increases the Tension level with

Natives by 3 steps.

Spain support Act. If approved, a black cube marker (a metal resource) is put on the current or next decade on the Decade track. When a cube is in the current decade, players who loaded elements on the Ship will receive 1 additional metal resource (for a triplet) or 1 extra silver coin (for three identical resources) or 1 extra faith token (for 1.5 silver coins).

The available laws are summarized on the player screen.

BANNERS

Banners are awarded for reaching certain achievements as detailed below. Players place the appropriate banner on the indicated space on their player board.

Black (require 2 actions). When a player does the Load the Ship action with a triplet and gain 1 metal resource, they gain the black banner: place it face-down on the player board. When the player repeats the same action, flip the banner.

Green. When a player reaches the City Council track's maximum level, they gain the green banner: place it face-up on the player board.

Purple. When a player owns 9 Affiliate cards, they gain the purple banner: place it face-up on the player board.

Blue (require 2 events). When a player wins a City Council vote, they gain the blue banner: place it face-down on the player board. When the player wins a vote again, flip the banner face-up.

Red (require 2 events). When a player wins a War, they gain the red banner: : place it face-down on the player board. When the player wins again a War, flip the banner.

Ocher (require 2 actions). When a player joins a Major Building construction and then the building is built, they gain the ocher banner: place it face-down on the player board. When the player joins another Major Building construction, flip the banner face-up.

Banners **provide VPs** at the Scoring phase (see *Scoring phase* section) and **discount Affiliate cards' salary cost**. For each face-up banner gained, the player can ignore 1 Affiliate card in the salaries payment procedure. *For example, the Blue player owns 5 Affiliate cards and gained 2 banners: they can ignore 2 cards for salaries and pay 1 bronze coin to cover the 3 remaining cards.*

Banners are placed in the spaces on the right of the player board.

C. End of the decade

At the end of the decade, the following steps take place:

1. Cards Reactivation
2. Ship Sails for Spain
3. Tension level and War
4. Refill
5. Player Order
6. Recover Workers
7. Scoring (only at the End of the Era)

1. Cards Reactivation

The players who used the Reactivate Cards action now reactivate up to 2 of their cards (Character and/or Affiliates cards) for each worker used on the action: put the selected cards upright. The player can use these cards again.

2. Ship Sails for Spain

Players are paid for the resources placed on the Dock with the Load the Ship action: 1 metal resource for a triplet (1 stone, 1 wood, and 1 precious resources) OR 1 silver and 1 bronze coin for 3 identical resources OR 1 faith token for 1.5 silver coins (1 bronze and 1 silver). Then the resources/coins on the Dock area are moved to the game supply.

Reminder: Metal resources paid to the players for Load the Ship action are **taken from the game supply**.

3. Tension level & War

Complete the following steps:

A. Check the **stone and wood resource grids** available in your game. For each **empty** grid, increase the tension level with the **Natives** by 1 step. Move the corresponding marker on the track. **Note**: a grid is empty when it is without resources.

B. Check the **precious resource grid** and **coin stacks**. For each of the **empty** grid/stacks, increase the tension level with the **Pirates** by 1 step. Move the corresponding marker on the track. **Note**: a coin stack is empty when it is without coins.

C. Discard the first card from the card deck and **check the symbol** on the back of the new card, which is now on top of the deck. If there is 1 (or 2) symbol(s) in the red box of the top-right corner, increase the corresponding tension level by 1 (or 2) step(s):

Increase the Native tension level
Increase the Pirate tension level

If a tension marker reaches the final space of a track and must advance further, put another black disk over the current marker, place it on the track's first space and advance from there. If the marker is

already made by 2 disks, it cannot advance more.

D. If the current decade is not the last game decade and has a **peace marker,** stop reading here and go to point 4, "Refill".

Important: Ignore any peace marker in the **last game decade** because a war can always happen in this decade.

A **war will take place** if a marker consists of 2 disks and/or a marker has reached the red zone. If not go to point 4 "Refill".
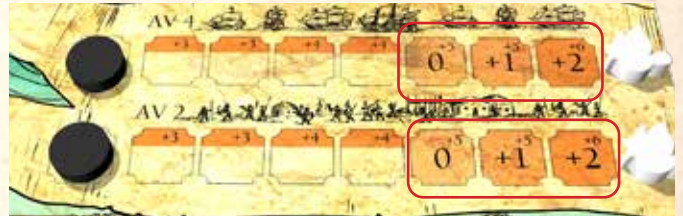
Red boxes: the "red zone" of the Tension level tracks.

To **identify the belligerent faction** determine which tension marker has advanced the farthest:
This will be the faction with a double disk marker. If both factions have them, the farthest right, if there is a tie the Pirates battle.
If no double disk stack, the faction with single disk marker in the red zone, if both the farthest right. If there is a tie the Pirates battle. Make a note of the tension modifier (see below).
If there is a Pirate war reset both tension markers to their start positions. If a Native war only reset the Native marker.

Place a **peace marker** on the Decade track on the following decade. This means that a new war will be possible only two decades later (excluding the last game decade, when the war is always possible).

Tension modifier: This value influences the War difficulty (see *War* section). If there is only a single disk marker, the tension level is shown as a big number (blue circle), 0, +1 or +2. If there are a couple of disks, the tension level is shown as a little number depicted slightly in the upper-right corner (red circle, up to +6).

4. Refill

Refill the **empty resource grids** with resources (stone/wood: 3/5/6/7 resources per grid in 2/3/4/5 players; precious: 1 resource per player) and **empty coin stacks** with 1 silver coin per player.

Important! Refill only the empty grids/stacks! Every grid/stack with 1 or more resources/coin (bronze or silver) must remain as it is.

- Refill the **City Warehouse** to have 2 wood and 2 stone

resources.

- Remove any marker (peace, coin, cube, etc.) from the current decade of the Decade track and place them on game supply.
- Advance the decade marker placing it on the 🏛 side (Council vote is active).

5. PLAYER ORDER

If no player placed a worker on the player order grid, the **player order remains the same**.

The player with the most workers removes them and moves his marker to first position pushing other players to the right. The second most player moves their marker to the second position, etc. If there is a tie between players the rightmost takes precedence. If no worker was played the marker will not move up the player order.

6. RECOVER WORKERS

Each player takes back their workers from the action spaces and places them on their player board. City Council Workers go back to the game supply. **IMPORTANT**: Players and City Council Workers on an incomplete Major Building grid cannot be recovered.

If a **Major Building grid has been completed**, each player recovers their workers and scores the VPs shown on the spaces hold by their workers in that grid. If any, City Council workers in that grid go back to the game supply and are available again.

7. SCORING

(ONLY AT THE END OF THE ERA)

If the fourth, eighth, or last decade has just ended, do a Scoring phase. Then **shuffle all discard piles** with the Affiliate deck and create a new Affiliate deck.
If the last turn has been played, after the last Scoring phase, the game ends. See *Scoring Phase* section.

WAR

Natives or Pirates can attack the City during the game. Natives are trying to defend their territories and drive away the Spanish invaders, while Pirates want to sack the City and grab its riches.

The War is activated when the Native or Pirate tension level goes into the red zone (see *End of the decade, Tension Level and War* section) and takes place immediately.

WAR PROCEDURE

First, determine how many War attacks (WA) each player will have to contest. The base **War Attack** (WA) value is equal to 2 for Natives and 4 for Pirates. Then add to this value the **War Tension modifier** depicted on the board to have the final WA value. *For example, if the War Tension modifier marker is on +2 space, the WA value in a War with Natives will be 4.*

If there is any district closed by **Walls**, complete this procedure: First, discard the top card from the Affiliate deck. Afterward, draw one card for each district closed by Walls. Check the back of all drawn cards: for each symbol that matches the current attacker (Natives or Pirates), reduce the WA by 1. Discard the cards used to the game discard pile. *For example, if two Districts on the map are closed by Walls, check the two cards' back.*

Finally, if WA value is positive, a battle happens. In **inverse turn order**, each player individually fights using their Soldiers and/or Milicianos.

- It is not mandatory to use miniatures for defense: each player can freely choose how many miniatures to use or none at all.

Each player miniature has an attack value (AV) and can take only a number of wounds (WO):

	AV	WO
Miliciano	1	1
Miliciano Veteran	2	2
Soldier	3	3
Soldier Veteran	4	4

Players can add an **+1 AV bonus** to a Miliciano or Soldier for each card burned at this point. This bonus expires after the current War.

Each player subtracts from the WA value **the sum of the AV values of their Milicianos and Soldiers.**

If the result is 0 or negative, the **player wins the War** and moves their marker on the War Penalty track by 1 step on the left (to gain points). It's not possible to go further the maximum value of the track.

If the result is positive, the **player loses the War** and moves their marker on the War Penalty track on the board to the right of many spaces equal to the result (to lose points). If the player reaches the end of the track, they will move their City Council marker instead (move it to lose City Council points).

Then assign **1 wound token** (or **2 wound tokens for Pirates**) to each miniature that has fought (place the wound token near the miniature). If the number of wound tokens is now equal to the WO value, remove the miniature, which goes back to the game supply. Keep wound tokens on the miniature during the game (they also remain if the miniature is upgraded; only the effect of some card can remove wounds).

For example, WA is 3. The Yellow player uses two Milicianos (AV 1 x2 = 2). They reduce the WA to 1 (3-2=1) and moves their marker on the War penalties track by 1 step on the right. Then they remove both Milicianos, as they can take only 1 wound. The Green player uses a Soldier (AV 3): they reduce the WA to 0 (3-3=0) and win the War. Then they apply 1 wound token to their Soldier, as it can take 3 wounds, it survives.

Scoring Phase

If the fourth, eighth, or last decade has just ended, a Scoring phase occurs. Complete these steps:

1. The *VPs Assignation* procedure takes place.
2. If the last game Decade has been played, the *End of the Game VPs variations* are assigned, and then the game ends.

VPs Assignation

Scoring Phase proceeds to assign VPs to players as follows:

Money: The richest player gains 7 VPs x Era: in the first era 7 VPs, in the second era 14 VPs, in the third Era 21 VPs. If there is a tie, players split the VPs (round down). The richest player is the player with the most coin value.

Military: The player who controls the strongest miniature (the miniature with the highest AV value) gains 7 VPs x Era: in the first era 7 VPs, in the second era 14 VPs, in the third era 21 VPs. If there is a tie, consider between the tying players the second strongest miniature, then the third, and so on. If the tie persists, the tying players split the VPs (round down).

Banners: The players gains 11 VPs x Era owning 6 face-up banners, 7 VPs x Era with 5 face-up banners, or 4 VPs with 4 face-up banner.

Faith tokens: The player who owns most Faith tokens gains 7 VPs x Era: in the first era 7 VPs, in the second era 14 VPs, in the third Era 21 VPs. If there is a tie, players split the VPs (round down).

Characters: Character cards give VPs. It does not matter if the card is active or rotated. See card description.

Cards series: Each player gains some VPs x Era based on how many cards of the same color they own, including the character card. It does not matter if the cards are active or rotated. Each player can consider any 3 odd cards of different colors as 1 card of any color. Please note that only single odd cards that are not part of a series (even a non scoring pair) can be used in this way. If the Cabildo has been built, the number of VPs scored is increased.

cards of the same color

	3	4	5	6	7
VPs	1	2	4	6	9
VPs with Cabildo	2	4	6	9	12

For example, the Cabildo has been built, and we are in the Second Era. The Red player owns 5 red cards (1 character+4 red cards), 3 blue cards, 1 yellow, 1 green and 1 black card. They consider yellow+green+black cards as another red card. So they gain 22 VPs (6 red cards = 9 VPs x Era = 18 VPs; 3 blue cards = 2 VP x Era = 4 VPs).

City: The districts where Houses and Palaces have been built are checked. Each House/Palace provides VPs, which depends on the district where the building is located.

The **VP value of a district** is determined from the VP value of the buildings inside the district:

VP	Building
-1	For each Production building (Market, Carpentry, and Quarry) excluding the first one (no matter the type of this building).
+2	For each Fountain
+2	For each Monument
+2	For each Church
+2	For each Corporation
+2	For each Hacienda
+2	For each Barracks
+5	If the District has Roads
+5	If the District is closed by Walls
+5	If the Fort has been built (all districts)
+5	If the Harbor has been built (all districts)
+5	For the Cabildo
+5	For the Cathedral

Each Palace scores their owner the district VP value + 10 VPs. This value increases of +3 VPs/Faith token own by the Palace owner. *For example, the district values 8 VPs. The Yellow player owns 1 Palace in this district and owns 1 Faith token. The Palace values 21 VPs.*

Within the VP district value, each **House** scores as many VPs as to the number of buildings of the player color in the select district (Lots, Houses, Palaces, and eventually Fountain and/or Monuments marked by the player Status marker). This value increases of +1/Faith token own by the player. *For example, the district value is 8 VPs; the Yellow player owns 1 Palace, 3 Houses, 1 Lot in this district, and 3 Faith tokens. The number of yellow buildings in the district is 5, so each House values 5+3 for the player Faith tokens = 8 VPs/House. If the district value were only 4 VPs, the House value would be 4 VPs only, as the Houses value cannot be higher than the district value.*

For example, a district with a Cathedral (+5), Barracks (+2), a Church (+2), Monument (+2), Quarry (0, first production building), and Market (-1, second Production building) has a value of 10 VPs. In this district the Yellow player owns 1 Lot, 3 Houses, 1 Palace, and 1 Monument (the Monument is marked by the yellow token). They own 2 Faith tokens. The Yellow player owns 6 yellow buildings, so the House value is 6 VPs + 2 VPs for the Faith tokens. The Yellow player scores 8 VPs x 3 Houses = 24 VPs and 26 VPs for the Palace (10 for the district value+6 for the faith tokens+10 base value=26 VPs). The total il 50 VPs.

> **Note:** City VPs can be negative! If a player VP goes under 0 VPs, place the player VP tile with the negative side under the VP player marker.

End of the game VPs variations

Once the Scoring procedure of the last game decade has been completed, there are two final assignments: **City Council VPs** and **War penalties**.

City Council VPs. Players receive VPs, as shown by the 🛡 symbol on the City Council track value. *For example, with a City Council value of 6, a player gains 4 VPs, while with 14 or more, they gain 30 VPs.*

The Red player gains 7 VPs, while the Green player 2 VPs.

War VPs penalties. Players lose a number of VPs equal to their War Penalty value shown on the board's War Penalty track (or gain points, if they are on the positive zone of the track).

Then the game ends. The **winner is the player with the most VPs.** In case of a tie, the player with most resources wins. In case of a further tie, both players win.

TWO PLAYERS GAME & SOLO MODE

Use Solo game rules to **play alone** or to add another player **in the 2-player game**. Alternatively, a variant is available for 2 human-players only (see the next page).

RESTRICTION IN SOLO GAME: City Council Vote procedure is not available in the Solo game, but Council VPs final bonuses are scored as normal. In a 3-player game (2 human players + A.I.), Council Vote is played as usual, but A.I. always abstains.

ADDITIONAL SETUP: Take the Solo cards, shuffle them, take the first two, and, without seeing them, place them face-up under the deck. Place this deck near the board. Assign to the A.I. player a random character from the Architect, Governor, Merchant, Carpenter, and Quarry.

Place an A.I. **Lot** in a random space of the Starting Area using the **randomizer procedure.** Then choose the **A.I. strength** determining the A.I. available worker disks: 4 workers (weak), 5 workers (medium), 6 workers (strong), 7 workers (divinity).

Randomizer procedure: Draw a random card from the Affiliate deck and check the card number in the left-bottom corner. A.I. uses the top row of the Starting Area with an odd card number (or the bottom row with an even card number). Then sum the units and ten numbers of the card number; count from left to the right that number to find the space of the Starting Area to use; if you reach the Area end, start again. When this procedure is required during the game ignore any occupied spaces..

For example, the player draws the card number 41. It's odd, so the A.I. uses the top row. Then the player sums 4+1=5 and counts 5 spaces from left to the right. The A.I. position results there:

SPECIAL RULES:

- A.I. player has all of their workers available to them at the start of the Decade, independently from the workers used in Major buildings in previous decades. If you need more markers, use the disks of another color.
- A.I. player doesn't pay resources for its action, but it keeps them in its supply when it takes them.
- A.I. chooses the card, which allows having the bigger color series. In case of a tie, it takes the lowest card number. A.I. places the discarded cards in number order (lowest visible).

- A.I. doesn't pay salaries.
- The AI will always try to avoid VP penalties when possible (for example it will avoid emptying a resource grid).
- When A.I. must place a Major building, use the district that produces the largest district VPs possible for its existing Houses and/or Palaces.
- A.I. don't take Banners.
- If A.I. has improved its Worker status and need workers to complete an action, it uses a City Council worker paying the bronze coin, if required (remember that A.I. never pays resources).
- If the A.I. character is a Carpenter, Quarry, or Merchant, the A.I. will take the resources related to his character when required. *For example, if the A.I. is a Carpenter, it will always take wood resources (no matter if odd or even decades). If it's a Merchant, it will always try to convert 2 resources to 1 precious resource, if possible.*

If the War Expansion is used, the first player in the turn order uses A.I. troops. In this case, A.I. doesn't use or burn its own cards, but simply draws 1 card from the deck and applies its values in each combat.

When the A.I. has to place a Minor building, Lot, House, or a Palace, follow these rules (If there is a tie in A.I.'s decision, the human-player first in turn order chooses what to do):

- If it's a building upgrade, replace the previous building.
- If not a building upgrade and there are not other A.I. buildings on the map, place the new building in an empty space: use the randomizer procedure to choose which space to use.
- If not a building upgrade, and there is already 1 or more AI. buildings on the map, place the new building in the same district. First, determine if the district is a South or a North district.

South district: Identify the southernmost AI building in the chosen district, if more than one, the leftmost in odd decade turns (1st 3rd etc.) or rightmost in even decades. Starting in the space below the building and moving clockwise around it, build in the first empty space.

If there is no available space, repeat the procedure with the next building in the same row of the district. If there is still no available space repeat the procedure in the next row north. If it is not possible to build in the district, use the randomizer procedure to place the building in an empty space.

North district: Identify the northernmost AI building in the chosen district, if more than one, the leftmost in odd decade turns (1st 3rd etc.) or rightmost in even decades. Starting in the space above the building and moving clockwise around it, build in the first empty space.

If there is no available space, repeat the procedure with the next building in the same row of the district. If there is still no available space repeat the procedure in the next row south. If it is not possible to build in the district, use the randomizer procedure to place the building in an empty space.

GAME FLOW: The A.I. uses the Solo cards to determine his actions. At the A.I. turn, draw an A.I. card and apply it. If that is not possible, draw another card and place it over the unusable one. Put a resource cube on the card for each worker used in the action as a reminder. Each card shows the Worker cost in the bottom left corner.

When the A.I. used its number of available workers, it passes. Place his used cards face up on the bottom of the A.I. deck.

Continue in the same way in the next Decades. When the deck depletes (a face-up card is visible), create a new deck: Shuffle all A.I. cards, take the first 2 cards, and, without seeing them, place them face-up under the deck.

VARIANTS

2-PLAYER GAME WITHOUT A.I.

If you want to play as 2-players without using A.I. player as a third player, you must use this Setup: 1 miniature for Quarry, Carpentry, Market, Barracks, Church, Corporation-Hacienda, Monument, and Fountain; 2 miniatures for the Squares, 3 miniatures for the Palaces, 13 miniatures for the Walls. Use 3 district road markers and 9 Faith tokens.

There are no further game adjustments.

EVENTS

A mini-Expansion released for the participants of the crowdfunding campaign is about **Events**. They increase game variability.

SETUP: Take the Event cards and separate them into two decks: one with the 9 cards with the red bar (**positive deck**) and the other without the bar and the purple back (**negative deck**). Shuffle both decks.

After completing the game Setup, shuffle the Affiliate deck, take 5 cards per player to create a little deck, and make a big deck with other Affiliate cards. *For example, in 4 players, the little deck is made of 20 cards.*
Take the Event positive deck (red bar) and draw 7-6-5-4 cards in a 2-3-4-5 player game. Without seeing them, shuffle these Event cards into the Affiliate big deck. Then place the little Affiliate deck over the big deck.
Remove from the game the other positive Event cards. Place the Event negative deck near the board.

HOW IT WORKS: When a player draws an Event card from the deck (excluding the drawing for the Extended War Expansion combats: in this case discard the Event and draw a new card), the player draws a new substitute card and the Event procedure starts:

A) If there is already an Event card placed face-up near the board, discard the Event card without doing anything. The Event procedure ends.

B) If there is no Event card already placed face-up near the board, draw an Event card from the negative deck and place both cards near the board face up. Then **the player first in the player order** chooses which card to keep and discard the other: place it on the bottom of the deck if it is a negative Event card; place it on the game discard pile if it is a positive Event card.

The Event card face-up near the board is now activated: apply its effect.

- When the Affiliate deck is exhausted, reshuffle it, including Event cards in the discard pile.
- Discard the Event card placed near the board when the Decade ends: a maximum of a single Event per Decade can occur. Place it on the bottom of the negative deck or the game discard pile, if it is respectively a negative Event card or a positive Event card.
- A.I. player (Solo mode and Solo 2-player game) always lets the human player manage Event cards. AI. doesn't act in any way with Event effect (spending workers, faith tokens, coins, or other elements).

EXTENDED WAR

If these rules are applied, use them instead of normal War rules.

> **GAME DURATION:** War Expansion extends the game duration and complexity. We strongly suggest that you do not use this expansion in your first plays.

SETUP: Add to the game supply all Natives (Warriors and Indios) and Pirates **miniatures** (Captains and Freebooters). Then place the **Combat Area**, the **Pillage tokens,** and the **Opponent War tokens** near the game board.

When a War is activated at the *End of the decade Phase*, a battle happens in the Combat Area in the following decade. In this decade, players play normally **using all actions, including two additional free actions (Fight, Move)**, which allow them to move and fight with their units.

Independently from the result of single fights, the War **lasts only 1 decade**.

> **WAR IN THE LAST TURN**: If the game Tension level activates a War in the last game decade, the War occurs immediately during the *End of the decade Phase*. In that special case, do six war rounds. Assign VPs and/or penalties as usual.

COMBAT AREA SETUP
1. Determine the Attackers number.
2. Attackers placement.

1. DETERMINE THE ATTACKERS NUMBER

Check the table below to determine how many miniatures will attack the city. This value is determined by the number of players, the current game Era, and the Tension level bonus. Please check the War table on the next page.

Tension level bonus (+1, +2, +3, etc.) is shown on the board and modifies the row that player must use in the table, moving it up a row for each point of tension level: so move 1 row up for a +1, or 2 rows up for a +2. On reaching the top

row, tension level points modify the column, moving to the right for each point.

For example, in a 4-player game in the second era, the Pirates' Tension level marker reaches the red zone on +2 space. This means that the reference table must be checked for the first "skull" row instead of the third row (4-player game).

The War table shows how many Elite and Standard opponents miniatures will fight against players.

2. ATTACKERS PLACEMENT

In a war with Natives use the Combat Area's left placement point (�), while use the right placement point (�) in a war with Pirates.

Draw cards from the deck equal to the number of the Attackers and of the right type (Era I, II, or III). If the drawn card is not of the current Era, discard it and draw a new one. If the deck depletes during this operation, take the discarded cards in the game discard pile, shuffle them and make a new deck.

> **NOTE**: If the infrequent case that no more cards of the selected Era are available in the deck, select cards also from the "adjacent" Era: for example, if you are selecting the third Era cards, select cards of the second Era too; if you are selecting the second Era cards, use any cards.

Organise the selected cards so that the number of face up cards equals the number of standard attackers, and face down equals the elites. Randomize them and form a line. Take the War Opponent tiles and place them over the cards starting from tile number 1 and continuing with 2, 3, and so on. In this way, each card will be numbered. The cards under the tiles are named "**Control cards**."

Example. Four opponent Control Cards were placed under the War Opponent tiles 1-4. The n.1 and n.3 represent two Standard opponents (card front), while the n.2 and the n.4 two Elite opponents (card back).

For each numbered control card take a **war tile marker** of the same number and place the corresponding miniature upon it.

Place the first miniature and its marker at the perimeter of the city next to the indicated space for either the natives (�) or pirates (�). Continue placing miniatures at at

	I	II	III
💀	2 Elite, 5 Standard	4 Elite, 5 Standard	4 Elite, 6 Standard
5 Players	2 Elite, 4 Standard	3 Elite, 5 Standard	4 Elite, 5 Standard
4 Players	1 Elite, 3 Standard	2 Elite, 4 Standard	3 Elite, 5 Standard
3 Players	3 Standard	1 Elite, 3 Standard	2 Elite, 4 Standard
2 Players	2 Standard	3 Standard	1 Elite, 3 Standard

War Table.

For example, if War happens in a 5 player game in the Second Era, 3 Elite and 5 Standard miniatures will make the attacker force.

Natives use Warriors (Elite unit) and Indios (Standard unit) miniatures, while Pirates use Captains (Elite unit) and Freebooters (Standard unit) miniatures.

each district edge, clockwise for natives, anti-clockwise for pirates. If enough attackers are placed to reach the start space of the other faction, further placement continues from the first space (doubling up the attacker).

> **Note**: miniatures can be placed everywhere around the city, excluding the sea side (South side).

Example. The four opponents of the previous example, placed around the City, ready to attack!

After this procedure, you will have deployed all attacker miniatures around the city, each miniature over a tile, which corresponds to a specific Control card. This card summarizes the miniature stats.

3. Defenders Placement

Each player must place his Milicianos and Soldiers in the Combat Area. The Milicianos can be placed in any district where the player owns a building, while the soldiers must be placed in a district where there is a Barracks or in any district if the Fort has been built.

This rule is also valid for the new Milicianos or Soldiers created during the War.

Miniature AV, HP & Initiative

Miniatures have three characteristics: Attack value ⚔ (AV), Hit-Point score ❤ (HP), and Initiative number ⧗. Attack value represents the strength of the Attack. Hit Point score represents the miniature's ability, when defeated, to take a wound instead of being removed. The Initiative number shows in which decade round the miniature will act.

For player miniatures, HP and AV are numerically identical, 2/4 for Milicianos (normal/veteran) and 5/10 for Soldiers (normal/veteran). The Initiative is equal to the position in the player turn order, so the first player miniatures have Initiative 1.

For attackers, the characteristics are shown on the Control card:
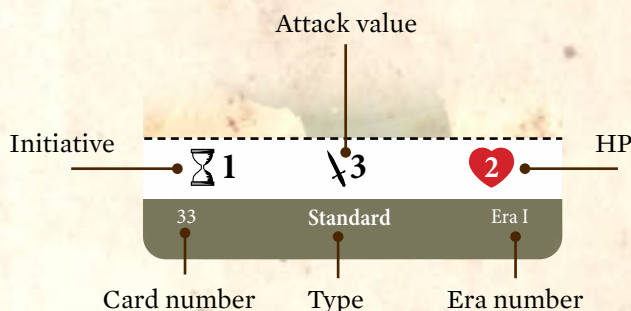
War Flow

War takes place during the decade, which follows the War declaration. Players can do all the normal actions **including the two additional free actions** (Move and/or Fight).

The War becomes part of the decade. In each round, the miniatures act following their Initiative number, first players, then attackers. Amongs the attackers with the same initiative, follow the attacker card number (the lower number acts first).

So for 3 players and 4 attackers with an initiative of 1 (attacker A and B) and 2 (attacker C and D) the decade would be as follows:

First player (initiative 1)
Attacker A (initiative 1)
Attacker B (initiative 1)
Second player (initiative 2)
Attacker C (initiative 2)
Attacker D (initiative 2)
Third player (initiative 3)

Repeat the above in further rounds.

For example, when the decade starts, the first player in player order (the Yellow) plays: they move as free action their Soldier from the Central District to the left, and then, as a normal action, use two Workers to build a Lot. Then the attacker miniatures with Initiative 1 act: a Pirate Captain

moves into the City in an empty district. The second player, the Blue player, plays and use two Workers to deploy a Veteran Miliciano on the Combat Area. Then attacker miniatures with Initiative 2 act: one at a time two Freebooters move into the district with the Blue Miliciano. The first attacks and if the Miliciano survives the second does the same.

When all players complete their first action in the Decade, further rounds takes place. When all players pass and the Decade ends, the War finally ends.

ATTACKERS WAR ACTIONS

Attackers can Move and/or Fight. To establish the attacker's miniature behavior, check the district where the miniature is. Do that procedure multiple times until the "miniature turn ends" condition is reached.

- If in the district there is 1 or more player miniature, the miniature does a **fight**. Then the miniature turn ends.
- If the district is without player miniatures, but with buildings, and they are still not pillaged, the miniature **pillages**. Place a pillaged token there, showing the face with one flame 🔥. Then the miniature turn ends.
- If the district is without player miniatures, with buildings and a pillage token 🔥, the miniature **pillages again**. Flip the pillaged token to the face with two flames 🔥🔥. Then the miniature turn ends.
- If the district is without player miniatures, with buildings and a pillage token 🔥🔥, the miniature **moves**. A miniature can move 1 district per turn, so if the miniature already moved, the miniature turn ends.
- If the district is empty (no miniatures, no buildings), the miniature **moves**. A miniature can move 1 district per turn, so if the miniature already moved, the miniature turn ends.

Movement is done orthogonally in the direction of the nearest district with buildings. Suppose there is 1 or more district with buildings at the same distance, miniature moves in the direction of the one where are fewer player miniatures HP (sum of all HPs there). In case of a further tie, the player first in turn order decides where the attacker moves.

The **pillage and fight** actions end the miniature turn.

PLAYER WAR ACTIONS

Players can do all the normal game actions plus two new free actions.

Move. This action allows the player to move his miniature in the Combat area from a district to an adjacent district. A single miniature can move by 1 district (✥) per turn.

Fight! The Fight action allows a player miniature to attack an opponent miniature in the same district. The Fight action ends miniature turn (is not possible Fight and then Move).

- A fight is always between two miniatures which are in the same district: 1 vs 1.

- A player can use all miniatures each turn, use only some of them, anyone, or also Move only or Fight only.
- If a player passes and there are still some active players, the player must immediately remove their miniatures (Milicianos and Soldiers) from Combat Area and put them near their player board.

FIGHT! ACTION DESCRIPTION

Follow these steps:

1. If a **player** is acting, they identify which miniature is moving and/or declare which opponent miniature, in their district, they want to attack.
   If an **attacker** is acting, they always attack the player miniature in the same district with the least HPs. In case of a tie between 2 or more miniatures, the player first in turn order decides which miniature attacks.

2. **Players**. They can use (and/or burn) 1 or more **cards**. The player can use cards to apply their war power (the text in red). If so, the card must be rotated by 90 degrees. Players can burn 1 or more cards to **gain +5 AV, or x2 AV in a single fight, or 1 additional free movement** ✥ when they move a miniature.

3. **Attackers**. Draw a card from the deck and show it. If the opponent is a **Pirate** draw **1 additional card** from the Affiliate deck and show it. Pirates combine the effect of both cards (text in red). Note that any reference to "the opponent" in the red text will refer to the player miniature when Natives or Pirates hold the cards.

4. Apply the **effects of cards**. The effect of the card is shown in red text. Ignore the card black text, which is applied out of the Fight action only. Effects are cumulative. *For example, the Blue player plays 2 cards (+1 and +3 AV) on their Miliciano and burns another card to gain an x2; the final effect is 2 miniature base value +1+3 = 6 x 2 = 12 AV.*

   - If in a Fight, two special effects of cards are in opposition, check the lower card number to see which acts first.

5. **Resolve the Fight.** Final AV score is made by:

   The base AV +
   Walls bonus (for players, if any) +
   Friends bonus (if any) +
   the cards' bonus

   - If the Fight happens in the attacker's turn and his miniature just crossed a Wall, there is a Wall bonus for players of +3 to AV. This bonus increases to +6 if the Fort has been built.
   - If in the same district are some friendly miniatures, the player (or the opponent) gains a **friend bonus** of +2 to AV for each friendly miniature (max +6).

The faction with the highest final AV is the **winner of the fight**.

The difference between the two AV values represents

the number of damage points to apply to the loser. If that number is equal or higher than the loser HP, the **loser must immediately remove his miniature**. If the difference is lower than the HP loser value, a **wound token** is placed near the miniature. If this is the second wound token, remove the miniature immediately.

In the case of a tie between the two AV values, nothing happens.

- The shield symbol (in red text) blocks a wound in the current fight. If the miniature is defeated and must take a wound, avoid applying it. If the miniature is defeated and would be removed, add a wound token instead, however if the figure already has a wound token it is removed (It has 2 wounds)
- The removed player miniature comes back to the game supply and becomes available again. The removed attacker miniature comes back to the game supply.
- If a player defeats an opponent miniature, they must keep his control card until the War ends. Place it under the player board keeping its current face.
- The card(s) used by the attackers go in the game discard pile.

END OF THE WAR

The war ends when all attacker miniatures are defeated, or at Decade end, or when all Districts with buildings have been pillaged twice (🔥🔥).

Complete the following steps in reverse turn order:

1. Each player takes War penalties equal to the **pillage tokens score + the number of attacker miniatures** still on the Combat board. *For example, if there are two pillage tokens, one of 1 value (🔥) and one of 2 value (🔥🔥), and 1 Elite attacker miniature is still on the board, each player takes 4 War penalties.*

2. Each player uses the opponent **Control cards** gained defeating the opponents **to reduce their own War penalties**: For every 2 HP on the cards used in this way, a player cancels 1 War penalty.

Each player with 0 War Penalties **wins the War** and moves 1 step to the left (to gain points) on the War Penalty track; Other players move their marker to the right (to lose points) by 1 step for each penalty point taken.

For example, the Yellow player has gained 3 Control cards (HP 3, 6, and 7), defeating 3 opponent miniatures. There are 8 War penalties. With the control cards gained (16 HP value),

the player reduces the War Penalties to 0 and wins the War.

Then do the following steps:

1. Discard all Control cards in the Discard pile. Remove all attackers miniatures and return them to the game supply.
2. Any surviving Soldiers or Milicianos are returned to their owner. Wound tokens are not removed.
3. Take all remaining cards and the game discard pile, shuffle them, and create a new card deck.

CREDITS

CARD REFERENCE

CHARACTER CARDS

Carpenter. 5 VPs x Era if you are the player with the most wood resources, or 8 VPs if you have more wood resources than the sum of all other players (or if you are the only player with wood resources). *For example, during the second Era scoring phase, the Yellow player, who owns the Carpenter card, has 8 wood resources. Other players have 1 wood (Blue player), 3 wood resources (Green player), 2 wood resources (Red player). The sum of all other players is 6 wood resources, so Yellow player scores 8 VPs x 2 (second Era) = 16 VPs.*

Stonecutter. 5 VPs x Era if you are the player with the most stone resources, or 8 VPs if you have more stone resources than the sum of all other players (or if you are the only player with stone resources).

Merchant. 5 VPs x Era if you are the player with the most precious resources. +1 VPs x Era for each precious resource, which you have more than the sum of all other players' precious resources, up to a max of 9 VPs x Era. *For example, the Yellow player is the Merchant and owns 3 precious resources. It's the only player with precious resources, so they gain 8 VPs x Era at the Scoring Phase.*

Defender. 2 VPs x Era for every district closed by walls. If the Defender is gaining at least 1 VP in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase, in a 3-player game, there are 2 Districts closed by Walls. The Yellow player who owns the Defender card, scores 2 x 2 (2 walls) = 4 +1 bonus = 5 x 2 (second Era) = 10 VPs.*

Sailmaker. 5 VPs x Era if you are the player with the most metal resources. +1 VPs x Era for each metal resource, which you have more than the sum of all other players' metal resources, up to a max of 9 VPs x Era. *For example, the Yellow player is the Sailmaker and owns 4 precious resources; the Blue player owns 2 metal resources, and the Green player only 1. At the Scoring Phase, the Yellow player gains 6 VPs x Era.*

General. 1 VP/Barracks, 3 VPs/Monument, 5 VPs/Fort. Add up VPs and multiply total by Era. If the General gains at least 1 VP, in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase in a 4-player game, the Fort and 2 Barracs have been built, but no Monument. The Yellow player, who owns the General card, scores 5 + 2 = 7 x 2 (second Era) = 14 VPs.*

Captain. 8 VPs x Era if you win 1 or more Wars in the current Era. *For example, during the Third Era, the Yellow player won a War. At the scoring phase, the Yellow player, who owns the Captain card, scores 8 x 3 (third Era) = 24 VPs.*

Roadmaker. 2 VP x Era for every district with Roads. If the Roadmaker gains at least 1 VP in 2-3 players; add +1 VP x Era as a bonus. *For example, in a 3-player game during the third Era scoring phase, there are 4 Districts with Roads. The Yellow player, who owns the Roadmaker card, scores 2 x 4 = 8 + 1 bonus = 9 x 3 (third Era) = 27 VPs.*

Bishop. 1 VP/Church, 5 VPs/Cathedral, 3 VPs/Monument and/or Fountain adjacent to Churches and/or Cathedral. Add up VPs and multiply total by Era. If the Bishop gains at least 1 VP, in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase, in a 4-player game, the Cathedral, 1 Church, and 1 Fountain adjacent to the Church have been built. The Yellow player, who owns the Bishop card, scores 9 x 2 (second Era) = 18 VPs.*

Architect. 3 VPs x Era for every district with at least 5+ different buildings or 5 VPs with 8+. If the Architect gains at least 1 VP, in 2-3 players, add +2 VP x Era as a bonus. Harbor and Fort do not count as they are not placed inside a district. *For example, during the third Era scoring phase, in a 4-player game, there is a district with*

8 different buildings (house, palace, quarry, walls, market, square, monument, Cabildo). *The Yellow player who owns the Architect card scores 5 x 3 (third Era) = 15 VPs.*

Governor. 5 VPs x Era for each full district or 3 VPs x Era for each half full district. If the Governor is gaining at least 1 VP, in 2-3 players add +1 VP x Era as a bonus. *For example, in a 4-player game during the third Era scoring phase, there is a district with 3 free spaces and another district with no free space. The Yellow player, who owns the Governor card, scores (3+5=8) 8 x 3 (third Era) = 24 VPs.*

Noblewoman. 10 VP x Era if there were no wars in the current era.

AFFILIATE CARDS

The Affiliate cards depict two elements: the Action Phase power in black and the War action power in red. War action power is used with Extended War expansion only.

Note: Worker discounts can only be taken if City council workers are available to be used in lieu of a player worker.

Card 13. You can do the Carpentry/Wood Hacienda construction/ activation action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in the Carpentry/Hacienda activation space of your board. If the City Council worker is not available, this card effect cannot be done.

+1 AV. Add +1 AV to the miniature AV to determine the fight result. For example, you get AV 5 (4 AV +1 from the card = 5 AV) playing this card on a Veteran Miliciano.

Card 14. If City Council workers are still available in the game supply, pay 2 wood resources and immediately place 1 City Council workers in any Major Building grid. This City Council worker will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council worker back in the game supply.

+2 AV. Add +2 AV to the miniature AV to determine the fight result. For example, playing this card on a normal Miliciano, you get AV 4 (2 AV +2 from the card = 4 AV).

Card 15. You can use a Carpentry or Wood Hacienda building twice in a single turn using 1 worker only. *For example, at Carpentry, with this card, you can gain 2 wood resources and convert them immediately into 1 precious resource using 1 Worker only.*

+3 AV. Add +3 AV to the miniature AV to determine the fight result. For example, you get AV 13 (10 AV +3 from the card = 13 AV) playing this card on a Veteran Soldier.

Card 16. One of your single costs in wood is reduced to 0. This works for 1 action only. However, if used in combination with card 22, both cards' effect is to reduce the cost of both resources to 1. *For example, you can build a palace with this card alone by paying 4 workers 3 stone 1 precious and 1 metal resource.*

Remove your miniature and deal 1 wound to all miniatures in the current and 1 adjacent district. Your miniature goes back to the game supply and will be available again. The adjacent district is always the district with the most opponent HP value sum. For example, a Miliciano is in a district with a Pirate Captain; adjacent to them, another Pirate Captain. By playing this card, the player removes his Miliciano and assign 1 wound to both Pirate Captain miniatures.

Card 17. ⚡ Gain 1 extra bronze coin at the Ship Sails for Spain procedure (Decade End) if you are selling 3 wood resources.

+2 AV for each opponent Standard miniature and +4 for each opponent Elite miniature in the current or/and 1 adjacent district.

The adjacent district is always the district which will produce the most resulting bonus. Please note that the Standard miniature for players is the Miliciano, while the Elite is the Soldier. *For example, the player miniature is in the same district as 1 opponent Indio (Standard) and 1 Warrior (Elite); another Warrior is in an adjacent district. With this card, the player gains a +10 AV bonus.*

Card 18. If you have to take wood resources, you can receive them from the game supply instead of from the board.

+4 AV. Add +4 AV to the miniature AV to determine the fight result. *For example, playing this card on a veteran Miliciano, you get AV 8 (4 AV +4 from the card = 8 AV).*

STONECUTTER CARDS

Card 19. You can do the Quarry or stone Hacienda construction/ activation action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in the Quarry/Hacienda activation space of your board. If the City Council worker is not available, this card effect cannot be done.

+1 AV.

Card 20. If City Council workers are still available in the game supply, pay 2 stone resources and immediately place 1 City Council worker in any Major Building grid. This City Council worker will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council worker back in the game supply.

+2 AV.

Card 21. You can use a Quarry or stone Hacienda building twice in a single turn using 1 worker only. *For example, with this card you can gain from a Quarry 4 stone resource using 1 worker.*

+3 AV.

Card 22. One of your single costs in stone is reduced to 0. This works for 1 action only. If used in combination with card 16, however, both cards' effect is to reduce the cost of both resources to 1. *For example, you can build a Palace with both cards by paying 4 workers 1 wood 1 stone 1 precious and 1 metal resource.*

Remove your miniature. All miniatures in the current and adjacent districts cannot move at their next turn. Place a resource near each miniature as a reminder. Remove after the miniature turn.

Card 23. ⚡ Gain 1 bronze silver coin at the Ship Sails for Spain procedure (Decade End) if you are selling 3 stone resources.

+4 AV for each straight movement done before the Fight. *For example, the player moves his miniature by 1 district. Then they burn a card to gain another movement. With this card, this miniature would gain +8 AV.*

Card 24. If you have to take stone resources, you can receive them from the game supply instead of from the board.

+4 AV.

MERCHANT CARDS

Card 25. You can do the Market or Corporation activation/ construction action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in your board's Market/ Corporation activation space. If the City Council worker is not available, this card effect cannot be done.

+1 AV.

Card 26. If City Council workers are still available in the game supply, pay 1 precious resource and immediately place up to 2 City Council workers in any Major Building grid. This City Council

worker will count for completing the grid but will not provide you any VPs. When the grid is complete, put the City Council worker back in the game supply.

+2 AV.

Card 27. You can use a Market, a Corporation twice in 1 turn using 1 worker only. *For example, with this card and 2 workers, you can sell 2 wood resources at the Market for 1 silver coin and sell 1 precious resource for another coin in a single action.*

+3 AV.

Card 28. Take up to 4 resources from the City Warehouse, taking a 1 VP penalty/resource only.

Take the best AV bonus in the Fight. Assign to your opponent the worst. *For example, after playing the cards, the player miniature, a Miliciano, has 2 AV +0 AV bonus, while the opponent, a Warrior, has 4 AV and gained +3 AV from the card. With this card, you can swap these bonuses, so the player Miliciano becomes 2 AV + 3 AV = 5, and the opponent Warrior 4 AV + 0 AV = 4.*

Card 29. If you gain at least 1 precious resource, obtain 1 more, if available. *For example, you can use a Quarry with 2 stone resources with this card and gain 2 precious resources instead of 1.*

All the opponents in the current district take a wound if they win the Fight. *For example, the player Miliciano miniature has been defeated by two opponent Warriors. With this card, both opponent Warriors take a wound.*

Card 30. If you have to take precious resources, you can receive them from the game supply instead of from the board.

+4 AV.

DEFENDER CARDS

Card 31. Place 1 free wall piece (1 miniature), if available in the game supply.

+1 AV.

Card 32. For War effects, consider a district of your choice as closed by Walls.

+2 AV.

Card 33. If City Council workers are still available in the game supply, immediately place up to 2 City Council workers on the Walls grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+3 AV.

Card 34. ⚡ Gain 7 VPs every time Walls are part of the Fight calculation: When a Wall reduces opponent WA value or, for Extended War Expansion, a Wall provides AV bonus to 1 or more players.

Double the AV bonus of Walls or ignore it. *For example, an opponent miniature crosses a Wall and fights the player Miliciano miniature. The fort has been built. The normal AV Wall bonus of 6 (3 x 2 = 6) is doubled by this card and become 12. The Miliciano AV is now 14.*

Card 35. ⚡ Gain 1 silver coin and 1 bronze coin when a District is closed by walls (2 silver coins if it also has Roads). *For example, the Blue player completes the Walls grid and places 4 new walls, closing a district. You play this card and gain 1 silver and 1 bronze coin, taking them from a coin stack.*

Cancel 1 opponent played card. Ignore its effect. If more than a card has been played, ignore the one with the lower number.

Card 36. ⚡ You can increase your Houses value by +1 or your Palaces by +7 in a district closed by Walls. It requires the payment of 1 silver coin to the game reserve. With this card, it is possible to exceed the Houses value limit.

+4 AV.

ROADMAKER CARDS

Card 37. If City Council workers are still available in the game supply, immediately place up to 2 City Council workers on the Roads grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+1 AV.

Card 38. When you do a Load the Ship action with 3 identical resources, use an additional worker to gain 1 bronze coin for every District with Roads.

+2 AV.

Card 39. Gain +1 resource or +1 bronze coin or +1 Faith token (depending on your activation type) when you activate a building in a District with Roads. You gain +1 resource of a type created (Quarry, Carpentry, Hacienda, or Market/Corporation if used to acquire resources) or +1 bronze coin (Market or Corporation if used to gain coin) or +1 Faith token (Church). *For Example, with this card, when you activate a Church in a district with Roads, you will gain 2 Faith tokens, or when you activate a Market to sell 2 stone resources, you will gain 1 bronze and 1 silver coin.*

+3 AV.

Card 40. ⚡ Use this card before a City Council voting procedure begins. You will gain +1 vote for each district with Roads.

+4 AV for each wounded opponent miniature in the current or adjacent district. *For example, the player Miliciano is in the same district as a wounded Warriors. With this card, they gain +4 AV.*

Card 41. ⚡ Gain 1 silver and 1 bronze coin when Roads are built in a District (2 silver coins if it was also closed by Walls).

The nearest (yours or of your side) miniature immediately gains 1 free Movement. The bonus movement doesn't cause a Fight but is mandatory.

Card 42. ⚡ You can increase your Houses value by +1 or your Palaces by +7 in a district with Roads. It requires the payment of 1 silver coin. With this card, it is possible to exceed the Houses VP value limit.

+4 AV.

SAILMAKER CARDS

Card 43. You can do the Load the Ship action discounting the Workers cost. To gain this discount, place 2 City Council workers, or 1 if the Harbor has been built, in the Dock space of the board. If the City Council worker(s) is (are) not available, this card effect cannot be applied.

+1 AV.

Card 44. ⚡ Gain 1 silver coin if the Dock contains at least 3+X resources/coins loaded, where X is the player number. *For example, in a 4 players game, there are 7 resources in the Dock spaces. With this card the player gains 1 silver coin, no matter who loaded the resources in the Dock.*

+2 AV.

Card 45. ⚡ You can spend 1 metal resource to gain in a single action a discount of up to 4 elements (workers and/or stone/wood/precious resources). It is not possible to sell (or load on in the ship) discounted resources.
If you use this card to gain a worker discount, place the City Council workers instead of your workers. If the City Council workers are not available, this card effect cannot be applied. *For example, the*

Blue player spends a metal resource and uses this card to build a Carpentry (1 worker and 2 resources discount).

+3 AV.

Card 46. In this decade using an additional worker you can load up to 6 elements in your Dock space. *For example, with this card, you can load a triplet (stone, wood, precious) of resources and 1.5 silver coins using 3 workers. At the decade end you will gain both rewards.*

In this fight, consider your Standard miniature as an Elite miniature. The Standard miniature for players is the Miliciano, while the Elite miniature is the Soldier. Keep Veteran status, if any.

Card 47. When you do a Load the Ship action with a triplet, use 1 additional worker to gain 1 silver coin. *For example, the Blue player loads 1 stone, 1 wood and 1 precious on the Dock using 3 workers and this card. They immediately receive 1 silver coin.*

In this fight, consider the opponent Elite miniature as Standard miniature. The Standard miniature for players is the Miliciano, while the Elite miniature is the Soldier; for attackers Standard are Indios or Freebooters, while Elite are Warriors or Captains. Keep Veteran status, if any. *For example, you are fighting a Warrior. Playing this card must be considered an Indio (flip the card to know his new characteristics).*

Card 48. If you take all 4 resources from the City warehouse, you can immediately convert them into 1 metal resource.

+4 AV.

GENERAL CARDS

Card 49. If City Council workers are still available in the game supply, immediately place up to 3 of them on the Fort grid. These City Council workers will count for completing the grid but will not provide you with VPs. When the grid is complete, put the City Council workers back in the game supply.

+1 AV.

Card 50. ⚡ Gain 1 silver coin when you win a War (2 silver coins if they were Pirates). The player must use this card just after the War conclusion.

+2 AV.

Card 51. Complete your following turn immediately with 1 worker discount. To gain this discount, place 1 City Council worker in the selected action space. If the City Council worker is not available, this card effect cannot be applied. *For example, the player activates a Quarry with a Worker gaining 2 stone resources, then, using this card, they immediately sell them and gain 1 silver coin using 1 City Council Worker.*

+3 AV.

Card 52. ⚡ You can acquire a Veteran Soldier without the Fort.

Add a wound to the opponent miniature. Calculate the Fight result normally.

Card 53. ⚡ Acquire a banner paying 2 silver coins to the game supply. If the banner type requires two steps, add it face-down (or flip it, if it is already on your player board).

🛡. If the miniature is defeated and must take a wound, avoid applying it. If the miniature is defeated and would be removed, add a wound token instead, but if it has more wounds than allowed, remove it.

Card 54. ⚡ Consider a Barracks present in the selected district adjacent . This allows you to hire Soldiers there and to increase the VP value of the district.

+4 AV.

CAPTAIN CARDS

Card 55. ⚡ Gain 5 VPs when you win a War (8 VPs, if they were Pirates).

+1 AV.

Card 56. ⚡ Discount 1 bronze coin from the salaries which you have to pay.

+2 AV.

Card 57. ⚡ Gain 1 VP for each Miliciano (and 2 VPs for each Soldier) used in the current War (add 1 VP in 2-3 player game). *For example, in a 3-player game, two players used 1 Soldier each, and the player used 1 Miliciano in the War. With this card, the player gains 6 VPs (2+2+1=5 and +1 =6).*

+3 AV.

Card 58. You can do the Barracks activation/construction action with the discount of 1 Worker. You can activate it, also if they are not adjacent to a your building. To gain this discount, place 1 City Council worker in the Barracks activation space of your board. If the City Council worker is not available, this card effect cannot be done.

🛡. Avoid taking a wound in the current fight.

Card 59. ⚡ You can consider your worker disk like a Miliciano miniature. Place the used worker on this card until the end of the next decade.

Add a wound to the opponent miniature. Calculate the Fight result normally.

Card 60. ⚡ Discard 1 card, also this one, to immediately reactivate all your cards, excluding this one. This is not a burn a card action. Put the reactivated cards straight. These cards are immediately re-usable.

+4 AV.

BISHOP CARDS

Card 61. If City Council workers are still available in the game supply, immediately place up to 3 of them on the Catedral (Cathedral) grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, put the City Council workers back in the game supply.

+1 AV.

Card 62. Remove a wound from a Soldier or a Miliciano and gain 5 VPs. First, check if the unit is alive, then you can heal its wound.

+2 AV.

Card 63. ⚡ Spend 1 bronze coin to decrease the City Council votes made by a player by half (rounded down). You must play the card before seeing the vote's result, but you may wait until the players have chosen their vote, which they cannot change. After the vote, the target player will decrease their City Council value by half (rounded down). *For example, during voting, the Yellow player plays this card targeting the Blue player. All players reveal their votes: the Blue player has 5 "yes" votes, which are reduced to 2.*

+3 AV.

Card 64. ⚡ Reactivate a target card. Rotate the chosen card to an upright position. It may be re-used immediately.

Cancel 1 opponent played card. Ignore its effect. If more than a card has been played, cancel the one with the higher number.

Card 65. You can do the Church activation/construction action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain it discount, place 1 City Council worker in the Church activation space of your board. If

the City Council worker is not available, this card effect cannot be done.

Heal 1 wound to all miniatures of your side (including yours) in the current and/or adjacent districts. If they aren't wounded, nothing happens.

Card 66. If you have to take coins, you can receive them from the game supply.

+4 AV.

ARCHITECT CARDS

Card 67. ⚡ In the target District, VP penalties for productive buildings are doubled and converted into VPs bonus. *For example, a District has a VP penalty for 3 productive buildings for a total of -2 VPs. With this card, the penalty is converted to a bonus of +4 VPs to the District value.*

+1 AV.

Card 68. ⚡ For district VP value, consider a Major or/and a Minor building of an adjacent District also in the selected District. *For example, with this card, you can consider the Walls and a Barracks of an adjacent District to also be in the selected District, which gains +7 to its value.*

+2 AV.

Card 69. If City Council workers are still available in the game supply, immediately place 1 of them on any Major building grid. This City Council worker will count for the completion of the grid but will not provide you VPs. When the grid is complete, place the city council worker back in the game supply.

+3 AV.

Card 70. ⚡ Gain 1 silver coin when the Cabildo, Catedral (Cathedral), Fuerte (Fort), or Puerto (Harbor) are built or 2 silver coins when a district is completed (when all district spaces are occupied).

Immediately move your miniature. Ignore the effect of the current fight. After this movement, do not engage in another combat even if opponent units present.

Card 71. ⚡ In the Scoring phase, you can consider up to 3 Houses of another player like yours (they work for you AND the other player). Pay 1 bronze coin to this player per House used in this way. The selected buildings must be in the same district of the player Houses, and this payment must be considered for the Richest Player determination. *For example, the Yellow player has 3 Houses and the Green player 2 Houses in the same district. With this card, the Yellow pays 2 bronze coins to the Green player and score 5 Houses buildings.*

Assign a wound to your opponent before calculating the fight result. Only if the opponent survives this wound, proceed with the fight procedure.

Card 72. ⚡ Reduce any City Council VPs penalty by half (round down). *For example, the Blue player City council score is 2. During a vote, they uses 7 votes, so they should take 12 VPs penalty. With this card they can reduce the penalty to 6 VPs.*

+4 AV.

GOVERNOR CARDS

Card 73. If City Council workers are still available in the game supply, immediately place up to 2 of them on the Cabildo grid. These City Council workers will count for the completion of the grid but will not provide you VPs. When the grid is complete, place the City Council workers back in the game supply.

+1 AV.

Card 74. ⚡ Consider one of your cards of a different color.

+2 AV.

Card 75. You can activate a building 1 additional time in a single turn. *For example, with this card, a player can activate the same Carpentry two times using two workers.*

+3 AV.

Card 76. Gain 1 bronze coin and increase a tension level by 1. *For example, with this card, the player can increase the Pirate tension level by 1 step and take 1 bronze coin from the board's coin stacks.*

+3 AV for each fight you have already completed in this turn, including this one, no matter if win or lost. *For example, the Blue player owns two Milicianos in the Combat Area. They fight with the first one, but they lose it and have to remove their Miliciano. They do another fight with the second one. With this card, his second Miliciano gains a +6 AV bonus.*

Card 77. ⚡ If you have negative victory points on the War penalty track, pay 1 silver coin to move 1 step to the left (to gain points).

If your miniature survives the current fight, you can immediately move by 1 and/or do another battle with a +4 AV bonus. Previous fight card effects are not applied. *For Example, you play this card, and your Soldier defeats his opponent. You can immediately move your miniature up to 1 space and do another fight at +4 AV!*

Card 78. ⚡ Gain a discount of 1 bronze coin in any payment. It includes also payment due to other players.

+4 AV.

NOBLEWOMAN CARDS

Card 79. ⚡ After winning a Council vote, you can reduce a Pirates or Native Tension level by 2 steps.

+1 AV.

Card 80. ⚡ Increase your vote up to 2 votes. You can use this card also after seeing the vote result. You have to pay these additional votes, as usual, decreasing your City Council value.

+2 AV.

Card 81. ⚡ After winning a Council vote, you can increase the penalty to take the last resource from a board grid (or the last coin from a board stack) to 3 VPs for the current decade. The increased penalty works for all players.

+3 AV.

Card 82. ⚡ Put a veto on Legislator law choice. The legislator now must choose a different law. This card must be used before player votes are shown.

🛡. Avoid taking a wound in the current fight. Check the previous description for more info.

Card 83. Add a total of X+1 resources to grids, where X is the player number. You can do it freely, also dividing them between several grids. Take the resources from the game supply. You can add wood or stone resource, or precious resources, considering them x2 resources. It's not possible to go over the normal grid capacity. *For example, in a 5-player game, the player with this card can add 3 stone resources to a grid, 1 wood resource to another grid, and 1 precious resource to the precious resource grid.*

If your opponent has been removed, you can add a Standard miniature to your side. The Standard miniature for players is the Miliciano. This miniature can act in the current War from the next round only. For players, a War marker available is required, while the Miliciano availability in the game supply is not required (use an alternative marker, if necessary). Remove the miniature at the War end. *For example, the Blue player plays this card, and their Soldier win the fight. They can add a Miliciano under their control to the same district.*

Card 84. You can do the Improve Status action with the discount of 1 Worker and 1 bronze coin: pay 1 bronze coin less, and instead of using your worker, you must place a City Council worker in the Improve Status action space. If the City Council worker is not available, this card effect cannot be done.

+4 AV.

FAQ/ERRATA

STANDARD GAME

Q. When starting the first game decade, are you supposed to do salary?
A. Yes.

Q. You can place only one Worker as your main action, or if you can place several Workers at once? So then, two consecutive players can fill the whole grid of a Major Building to complete it?
A. You can place several workers at once, and yes, two players can close it … agreements and betrayals for this scope are typical.

Q. Do I have to follow the upgrade sequence (e.g., Lot/Lote > House/Casa > Palace/Palacio), or can I build (e.g.) a house/casa directly without replacing a Lot/Lote?
A. You must follow the upgrade sequence (Lot/Lote > House/Casa > Palace/Palacio).

Q. After a war, either both tension markers (pirates) or only the native marker are reset. Does a 2 disc marker become a 1 disk marker again after the reset, or does it remain a 2 disc marker?
A. If there is a Pirate war, reset both tension markers to their start positions. If a Native war only reset the Native marker, "reset" means to place it in starting position as a single disc.

Q. To play an affiliate card, must this one have the same color as my character card?
A. No, it is not required.

SOLO GAME

Q. For Lots/Houses/Palaces, how does the A.I. decide how many workers to use? Does it always use as many workers as possible (up to 3), or should I interpret it that a Lot costs 1 worker, a house costs 2 workers, and a palace costs 3 workers?
A. The building cost is 2 for Lots and Houses, and 3 for Palaces. You have the costs on the bottom-right corner of the A.I. card (2-3 in this case).

Q. Does the A.I. always use as many workers as possible, or does it use workers according to the actual cost of the building it wants to build? If the A.I. doesn't have enough workers for a particular building, should I build it anyway, or should I draw another card?
A. A.I. uses Actual cost. If A.I. doesn't have enough workers, you must draw another card.

Q. When activating buildings, does the A.I. still get wood or stone even if no carpentry/quarry has been built or if one is not adjacent to its buildings?
A. Yes, A.I. gets wood/stone resources, no matter if related buildings are on the board.

Q. How does the A.I. use coins? The rules say that the A.I. never pays resources, and I'm not sure if coins are considered resources.

A. Coins are not resources. A.I. doesn't skip coins payments and uses coins typically for its actions.

Q. How does the A.I. score characters like the Carpenter (granting a bonus if it has more wood than other players)? Does A.I. spend resources?
A. A.I. score the Carpenter typically. No, A.I. keeps resources.

Q. Does the A.I. start with one of each coin plus 1 wood and 1 stone?
A. Yes.

Q. The rules say when an effect is not playable, we need to draw another A.I. card. What happens when there are 2 effects, and one is not possible?
A. If 1+ effect is possible, the card is playable.

ERRATA

A. The AI card Build a Lot list the coast as 1-3. Is it correct?
Q. No, the correct value is 2-3.

A. The rules say the following about Level III of the Improve Cards status: "at the Scoring Phase, the player gains 5 VPs per each card color that they own". Is it correct?
Q. No, use this one instead: "at the Scoring Phase, the player gains 1 VP (in 2-3 players) or 1.5 VPs (in 4-5 players, rounded down) per each card color that they own x the current Era number.