

# BOARDS DESCRIPTION AND INITIAL PREPARATION

All the rules are explained for a 4-player game.

Any rule exceptions for a 2- or 3-player game will appear in **green**. Check page 5 for a reference image of a complete layout. If the game has fewer than 4 players, put any unused components in the game box.

## 1. GAME BOARD

Lay out the Game Board in the middle of the table.

## 2. PRESTIGE POINTS

Each player chooses a color (**yellow**, **red**, **purple**, or **blue**), and places their Tracking markers on “0” on the Prestige Points (from now on PP) Track.



## 3. WINDMILL

Each player places their Windmill markers on “3” in the Windmill.



## 4. CITIES

There are 3 Cities (Porto Santo, Funchal, and Machico).



There are 6 districts in each City. Each district has 2 City spots.



**4.1** Shuffle the 12 Guild Favors and place them randomly face-up on the districts, leaving the two leftmost districts of each City empty.



**Front** **Back**

**4.2** Place 1 Citizen on the now-rightmost empty spot of each City.



## 5. MARKETS

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



In a 3- or 4-player game, the slots marked with this symbol are not available.



In a 2-player game, the slots marked with this symbol are not available.



## 6. COLONIES

There are 3 Colonies (Açores, Brasil, India), each one depicting 1 Colony Land at the top, 5 Colony Landing Slots in the middle and 2 King's Reward Slots at the bottom.



Shuffle all 4 King's Reward tiles marked with A, and put 1 face-up on each of the 3 Colonies on the corresponding King's Reward slot. The remaining tile won't be needed for this game and can go back into the box.



Then repeat this with the King's Reward tiles marked with B.

The available Landing Slots vary depending on the number of players:



In a 3-player game, the slots marked with this symbol are not available.



In a 2-player game, the slots marked with those symbols are not available.



## 7. CITY WATCH

Roll the 3 Pirate dice and put them on the City Watch, without changing the values rolled.



## 8. GUILD BOARD

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

Take the appropriate Guild Board and lay it out next to the Game Board. The Guild Board is divided in 2 areas: The Passing Column and the Guild Rows (see image on the right).



## 9. STARTING CROWN'S REQUEST AND INITIAL ORDER OF PLAY

a) Shuffle the 4 Starting Crown's Requests (*the ones with the golden crowns on the back*). Each player gets 1 of them at random, face-up.



The player who has the Starting Crown's Request with the most crowns on the back is the First player.

b) Then, the initial order of play is established in clockwise order around the table, starting with the 1st Player.

Each player places their Turn Order marker on the Passing Column of the Guild Board accordingly: 1<sup>st</sup> Player places the marker on the topmost slot, 2<sup>nd</sup> player on slot II, and so on.

## 10. CROWN'S REQUESTS

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



Play with the 15 Crown's Requests having 2 and 3 heads on the back in a 3-player game, and only with the 10 Crown's Request having 2 heads on the back in a 2-player game.

## 11. GUILD DICE

Roll 3 Guild dice and put them on the top row of the Guild Board, being careful not to change the values rolled. Repeat this with 3 more Guild dice for each of the remaining rows (see image on the right).



Use 9 Guild dice in a 3-player game, and 6 Guild dice in a 2-player game.

## 12. PLAYER'S HOME SUPPLY

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

- **12 Workers, 6 Ships, and 3 square Action Markers** of the chosen color



- **4 Bread 1 Wood, 1 Wheat, 1 Wine, and 1 Sugar**



- **Reals** according to their starting position: 1<sup>st</sup> player gets 7 Reals; 2<sup>nd</sup> player, 8 Reals; 3<sup>rd</sup> player, 9 Reals; and 4<sup>th</sup> player, 10 Reals.



## 13. GENERAL SUPPLY

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

*The general supply is not limited. In the unlikely event that a supply runs out of tiles, keep track on a sheet of paper.*

Wood always has a value of 1. Wheat, Sugar, Wine, Bread, Reals, and Pirates have different values.



**EXAMPLE:** *This tile is worth 3 Wheat.*

When a certain number of Wheat, Sugar, Wine, Wood, Bread, Reals, or Pirates is mentioned it is always referred to their value and never to the number of tiles.



**EXAMPLE:** *If a player must receive 4 Pirates, they may take 4 Pirates valued 1, or 1 Pirate valued 1 plus 1 Pirate valued 3.*

When a player gets, or harvests 1 or more Wheat, Sugar, Wine, gets Bread or Reals, or receives Pirates, they takes them from the general supply and places them in their Home supply.

## 14. WOOD

1 2 3

There are 2 islands, divided into 3 Regions, indicated by the big numbers on the board.

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



Each Field shows a Good (Wheat, Sugar, or Wine).

In addition, there is a Forest Field in the middle of the big island.



Some Fields have 3 numbers depicted to the side of the Good. That means that those Fields have some Wood on them.

Put a number of Wood over the depicted Good of each Field according to the numbers, if any.

In a 4-player game, put the quantity indicated by the top number, by the middle number in a 3-player game and by the bottom number in a 2-player game.



**EXAMPLE:** In region 1 put:

3 Wood on the rightmost Sugar Field, and  
3 Wood on the rightmost Wheat Field.

## 15. CHARACTERS

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

**Alfândega** is in Region 1

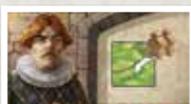
**Moinho** and **Capitania** are in Region 2

**Fortaleza** and **Casa da Coroa** are in Region 3

Shuffle the 4 Character tiles and place them randomly face-up on the Buildings, leaving empty (i.e. without a Character tile) the Building with this icon on its upper-right corner.



**Guild Master**



**Steward**



**Commander**



**Mayor**



## 16. INITIAL PLAYER SETUP

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

Then, in reverse turn order (i.e. starting with the player whose disc is in the bottom slot of the Passing Column), each player:

**15.2** moves **1 Worker** from his Home into an empty **City spot** of their choice.

**EXAMPLE:** **Purple** decides to move a worker to Funchal, then **Red** moves a worker to Porto Santo, then **Yellow** to Machico, and finally **Blue** decides to move a worker to Machico as well.



**15.3** moves **2 Workers** from their Home onto **2 different Fields** (Regions' Fields and/or the Forest Field) of their choice.



They can only move their Workers to Fields where there are no other Workers, and they cannot have 2 Workers in the same Region.

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

For the rest of the game, when a player moves a Worker to a Field, he can move it to any Field he doesn't already occupy (see page 10, Guild Master, and "Reference Sheet", King's Reward).