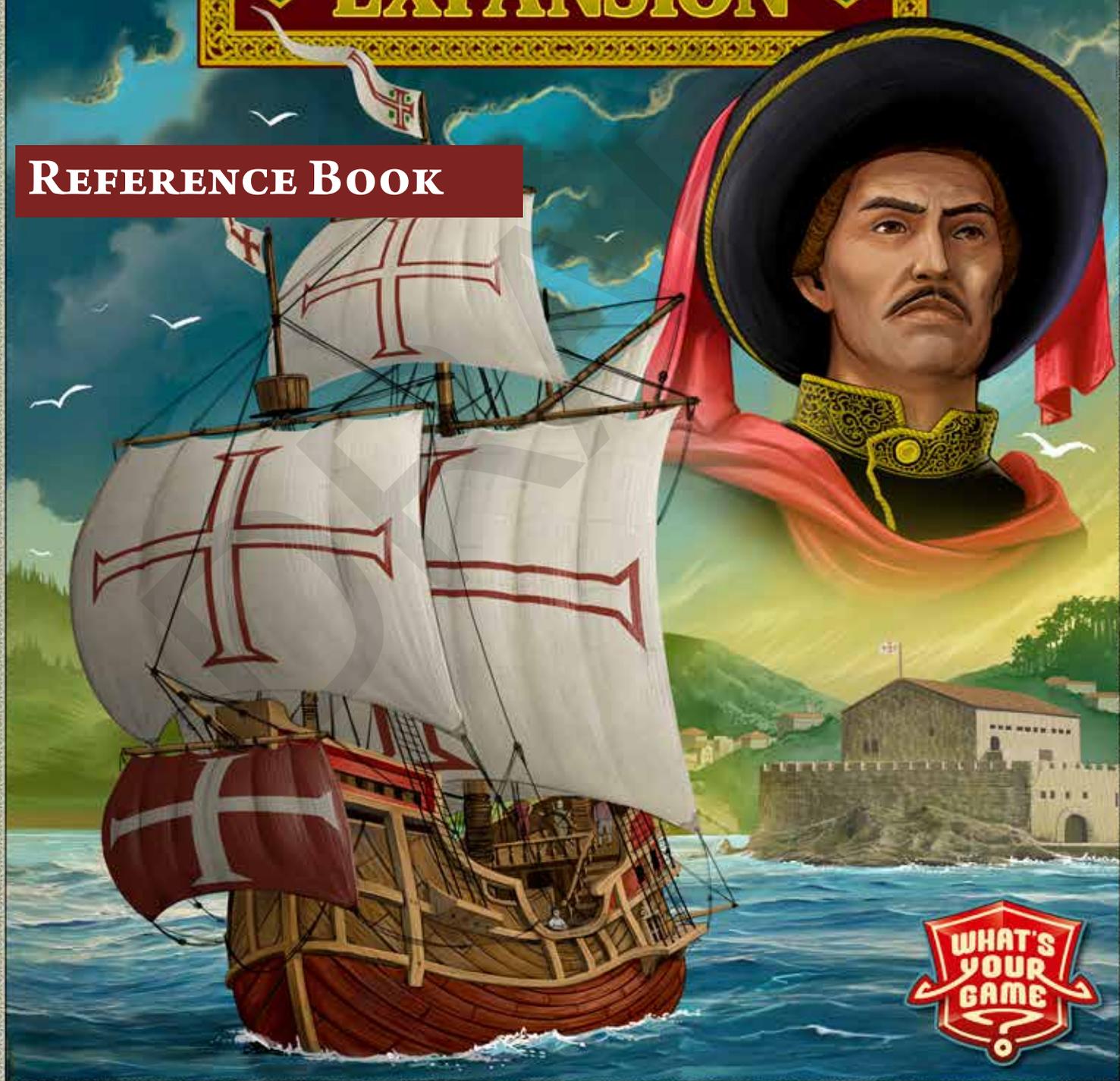


Nuno Bizarro Sentieiro - Paulo Soledade

MADDEIRA

EXPANSION

REFERENCE BOOK



MODULE 2 - CAPITANIAS

GROUP 1 (CARDS THAT REQUIRE WORKERS IN REGION 1)

MACHICO:



If, during **Phase C**, after each **Building in Region 3 is resolved**, you have at least **3 Workers in Region 1**, you may **perform the top or the bottom action** of the Building that was just resolved **by paying 3 or 5 Reals**.

You don't have to pay the cost due to the **GUILD DICE**, you don't need to have any Worker in Region 3, and you don't need to have your Action Marker in the Building.

Note: If you do have Workers in Region 3 and an Action Marker on the Building, you have the opportunity to perform the Action Building twice in the same round: once as usual when the Building is resolved, and then immediately afterwards using the card.

EXAMPLE:

Purple has 3 Workers in Region 1 and no Workers in Region 3.

It is Phase C, and the Building Casa da Coroa (Guild Palace) is being resolved. She has no Action Marker there.

Purple pays 3 Reals and performs the top Casa da Coroa Action. So, she can flip face-up 1 of her Guild Favors.

After that, the Fortaleza (Watch Tower) is being resolved.

She has one of her Action Marker there, and 1 Worker in Region 3. The cost of the Building (due to the rolled Guild Dice) is 4.

When the Building is resolved she pays 4 Reals and performs the top Fortaleza Action. She may move up to 1 of her Workers into the City Watch.

After the Building has being resolved, she pays 5 Reals, and she performs the bottom Fortaleza Action. She may move up to 2 of her Workers into the City Watch.

FEITORIA:



If, during **Phase B or C**, you **move Ships** (either via the Commander Action or the Navigator Guild Favor) to the **Market**, and you have at least **1 Worker in Region 1**, for each Ship you just moved there, you may **discard any type of Goods** instead of the indicated one.

CARROÇA:



If, during **Phase B**, you perform a **Harvest Action**, and you have at least **2 Workers in Region 1**, you may (before or after the

Harvest) **move any 1 Worker to any Field**, following usual rules.

O NAVEGADOR:



If, during **Phase B or C**, you **move Ships** (either via the Commander Action or the Navigator Guild Favor) to the

Colonies, and you have at least **2 Workers in Region 1**, for each Ship you just moved there, you may **perform 2 King's Rewards actions instead of the usual 1**.

One of the 2 King's Rewards must be in the Colony you just moved your Ship to; the other one may be any King's Reward (in the same or in a different Colony).

NAUS:



If, during **Phase D - Upkeep**, you have at least **3 Workers in Region 1**, you **don't have to discard Wood** for your Ships on the Board.

Also, you may **move 1 of your Ships** to an empty Colony or Market slot, following the usual rules.

MODULE 2 - CAPITANIAS

GROUP 2 (CARDS THAT REQUIRE WORKERS IN REGION 2)

CALECUTE:



If, during **Phase B or C**, you **move a Ship** (either via the Commander Action or the Navigator Guild Favor), and you

have at least **1 Worker in Region 2**, you **may place the Ship on this card** instead of on the Board.

You discard any 3 Goods, you gain 7 Reals, and you may perform 1 action of any of the King's Rewards in the Colonies.

You don't have to pay Wood if you move the Ship to the card from your Home Supply, and you don't have to pay Wood for Maintenance in Phase D for it.

- If you played the card in round 1, 3, or 5, and during **Phase E**, you choose to score an Expedition Crown's Request or a Market Route Crown's Request, and you have **1 Worker in Region 2**, the **Ship on the card counts toward the limit of Ships that will earn you PP, and earns you 5 PP.**
- If you played the card in round 2, or 4, and you have a ship on it, you may keep the card with the Ship in front of you until Phase E of the following round will be resolved.
Note: this is an exception to the main rule that you always have only one card in front of you. In this case, if you keep the card, you will have 2 cards in round 3, or 5.
- You cannot keep the card for more than one additional round (i.e. you can keep it until the end of round 3 if you played in round 2, and until the end of round 5 if you played in round 4).
- You need to have 1 Worker in Region 2 in Phase E of the round in order to score the Ship on the card.
- When you discard the card, the Ship will be placed back in your Home Supply.

RENDA:



If, during **Phase B**, you perform a **Harvest Action in Region 1**, and you have at least **2 Workers in Region 2**, you also **gain 7 Reals.**

POIOS:



If, during **Phase B**, you perform a **Harvest Action**, and you have at least **2 Workers in Region 2**, you also **Harvest 1 Field an extra time**, and you **move your marker 1 step up in the Windmill.**

BANQUETE:



If, during **Phase B**, you perform a **Guild Master Action**, and you have at least **3 Workers in Region 2**, you may **discard any 2 Goods** instead of the Wood depicted on the top of the selected District.

BURGUESIA:



If, during **Phase B**, you perform the **Mayor Action**, and you have at least **3 Workers in Region 2**, this counts as an additional Worker in a City of your choice.

That means you may collect two any **City resources** of your choice.

If, during **Phase E**, you choose to score an **Urbanization Crown's Request**, and you have **3 Workers in Region 2**, this counts as an **additional Worker in 1 City of your choice.**

In case of a tie with another player(s) determined by the "virtual" Worker, both you and the other player(s) are considered the one with the most Workers.

In case of a tie with the Neutral Citizens determined by the "virtual" Worker, you break the tie following the usual rules (i.e. the one with the rightmost Worker/Citizen wins the tie).

MODULE 2 - CAPITANIAS

GROUP 3 (CARDS THAT REQUIRE WORKERS IN REGION 3)

AMNISTIA:



If, during **Phase B**, you **decide to use a PIRATE DIE**, and you have **3 Workers in Region 3**, you may **place the die on this card** instead of on the Board.

The die may be moved from the City Watch, or from any Character. If you move it from the City Watch you must remove a Worker from there, as usual.

You receive **1, 2, or 3 Pirates** according to the value of the die.

You then may perform a **Building Action of your choice**.

You perform it, as usual, according to the number of Workers you have in that Region.

In **Phase C**, as long as you have **3 Workers in Region 3**, the value of **PIRATE DIE** on the card counts as a **personal discount for all the Building Actions** where you have an Action Marker.

EXAMPLE: *The Casa da Coroa Building is being resolved. Red has an Action Marker there. She has a value 2 Pirate die on the card.*

The rolled dice are: a value 1 Guild die, a value 2 Guild die, a value 2 Guild die, and a value 1 Pirate die.

The Pirate die on the card counts as a personal discount, so in order to perform the Building Action, Red must pay 4 Reals (10-2-2-2).

D. João II:



If, during **Phase B**, you have **2 Workers in Region 3**, you may **place 1 of your GUILD DICE together with the Action**

Marker on the card instead of on the board.

You immediately discard 2 Pirates.

In **Phase C**, as long as you have **2 Workers in Region 3**, you have a virtual Action Marker in all the Buildings (i.e. you may perform all 5 Building Actions, as long as you pay and you have Workers in the Region).

As long as you have **2 Workers in Region 3**, the value of the **GUILD DIE** on the card, counts as a personal discount for all the Building Actions.

CORSÁRIO:



In **Phase A**, immediately when you play this card, you may take a **PIRATE DIE** from the City Watch (removing a Worker from there, as usual) and place it on the card. You don't need to meet the requirement of Workers during this Phase.

You receive **1, 2, or 3 Pirates** according to the value of the die.

EXAMPLE: *In Phase A, Blue take a value 3 Pirate die from the City Watch and places it on the card. He receives 3 Pirates.*

In **Phase B**, if you have **3 Workers in Region 3**, you may use the **PIRATE DIE** as usual (moving it from the card to a Character).

In **Phase C**, as long as you have **3 Workers in Region 3**, the value of any **PIRATE DIE** in the Buildings where you have an Action Marker, counts as a personal discount.

EXAMPLE: *The Alfândega Building is being resolved. Blue has an Action Marker there.*

The rolled dice are: a value 3 Guild die, a value 1 Guild die, and a value 3 Pirate die. The Pirate die counts as a personal discount, so in order to perform the Building Action, Blue must pay 3 Reals (10-3-1-3).

FUNCHAL:



If, during **Phase C**, after each **Building in Region 2 is resolved**, you have **2 Workers in Region 3**, you may **perform the top or the bottom action** of the Building that was just resolved by paying **2 or 4 Reals**.

You don't have to pay the cost due to the **GUILD DICE**, you don't need to have any Worker in Region 2, and you don't need to have your Action Marker in the Building. (See *Machico on page Ref.2 for a similar example.*)

ENCONTRO:



If, when you **Pass**, you have **1 Worker in Region 3**, you may **flip face-up one of your Guild Favors**.

MODULE 2 - CAPITANIAS

GROUP 4 (CARDS THAT REQUIRE WORKERS IN REGIONS 1, 2, AND 3)

ARMADA:



If, during **Phase B or C**, you **move a Ship** (either via the Commander Action or the Navigator Guild Favor), and you have at least **1 Worker in each Region**, you discard 2 Pirates if you moved the Ship from the Board, or 4 Pirates if you moved it from your Home Supply (paying the Wood).

DILIGÊNCIA:



In **Phase C**, as long as you have at least **2 Workers in each Region**, you **may perform both the top and the bottom Building Action** in each Building where you have an Action Marker. You pay the cost as usual. You just need the 2 Workers required by the card, you don't need to have more.

INFLUÊNCIA:



If in **Phase A**, in the moment you play this card, you have at least **1 Worker in each Region**, without moving your Turn Order Marker, you may select any Passing bonus and either get the depicted Reals or perform the depicted Passing Action.

CONVITE:



If, when you **Pass**, you have at least **1 Worker in each Region**, in addition to the usual Passing Action, you may select any other Passing bonus and either get the depicted Reals or perform the depicted Passing Action.



MÃO DE OBRA:

In **Phase B**, as long as you have at least **2 Workers in each Region**, when you place a **GUILD DIE** on a Character tile, you **may perform both the Character Action and the Harvest**.

MODULE 2 - CAPTAINCIES POWERS

GROUP 5 (CARDS THAT REQUIRE WORKERS IN THE COLONIES)

MANDIOCA:



In **Phase D - Income**, you get 2 Bread for each Worker you have in the Colonies (same or different).

Also, you may discard 1, 3, or 6 Pirates if you have at least 1 Worker in 1, 2, or 3 different Colonies.

PONCHA:



In **Phase D - Income**, you get 1 Good of your choice for each Worker you have in the Colonies (same or different).

Also, you may discard 1, 3, or 6 Pirates if you have at least 1 Worker in 1, 2, or 3 different Colonies.

PAU-BRASIL:



In **Phase D - Income**, you get 2 Wood for each Worker you have in the Colonies (same or different).

NOTE: you don't need to have access to the Wood to get it. You just take it from the General Supply. Also, you may discard 1, 3, or 6 Pirates if you have at least 1 Worker in 1, 2, or 3 different Colonies.

SANGUE DE DRAGÃO:



In **Phase D - Income**, you get 2 Reals for each Worker you have in the Colonies (same or different).

Also, you may discard 1, 3, or 6 Pirates if you have at least 1 Worker in 1, 2, or 3 different Colonies.

MODULE 3 - KING'S DEMANDS

WEALTH OF THE NATION



Pay 16 Reals, and earn 8 PP for each Colony in which you have the absolute majority of Workers.

Earn 5 PP for each Colony in which you have at least 1 Worker, but not the majority.



Pay 15 Reals, and earn 6 PP for up to 3 of your Ships in different locations.

The possible locations are:

Açores, Brasil, India, Wheat Market, Sugar Market, Wine Market (and the card Calecute if you are playing with Module 2).



Pay 12 Reals, and earn 9 PP for each Region where you have at least 3 Workers.



Pay 18 Reals, and earn 3 PP times your level in the Windmill.



Pay 16 Reals and 3 Bread, and earn 18 PP.



Pay 13 Reals, and earn 2 PP for each of your Workers in different locations.

The possible locations are 12:

3 Regions, 3 Cities, 3 Colonies, the Forest field, the City Watch, and your Home supply.

MARKET ROUTES



Earn PP for up to 3 of your ships in the Markets as per the base game rules. Exception: You cannot select Ships in the depicted Market. In addition or in alternative, earn 5 PP if you discard 2 Goods of the indicated type.

EXAMPLE:

Red has 1 Ship in the Wheat Market, and 2 in the Sugar Market.

She has this Crown's Request, so she cannot select her Ship in the Wheat Market.

Is the 1st round, so she earns 12 PP (6 per Ship in the Sugar Market).

She also discards 2 Wheat, so she earns additional 5 PP.



In the moment you take this tile (Initial Preparation or Phase A), you immediately receive 7 Pirates.

In Phase E, earn PP for up to 3 of your ships in the Markets as per the base game rules, plus 2 PP for each Ship.

Select up to 2 of your Ships in the Markets (same or different).

You earn PP according to the slot where your Ships are placed.

For each Ship, you earn 3 PP for each Good depicted below the slot.



EXAMPLE:

Blue selects 2 of his Ships in the Market.

He earns 9 PP for his Ship in the Wheat Market (3 PP for each of the 3 goods depicted below the slot) and 12 PP for his Ship in the Sugar Market (3 PP for each of the 4 goods depicted below the slot).



Earn PP for up to 3 of your ships in the Markets as per the base game rules.

In addition or in alternative, earn 5 PP if you discard 4 Wood.

MODULE 3 - KING'S DEMANDS

EXPEDITIONS



Earn PP for up to 3 of your ships in the Colonies as per the base game rules. Exception: You cannot select Ships in the depicted Colony. In addition or in alternative, earn 5 PP if you discard any 2 Goods (same or different).



In the moment you take this tile (Initial Preparation or Phase A), you immediately receive 7 Pirates.
In Phase E, earn PP for up to 3 of your ships in the Colonies as per the base game rules, plus 2 PP for each Ship.



Earn PP for up to 3 of your ships in the Colonies as per the base game rules.
In addition or in alternative, earn 5 PP if you discard 4 Wood.



Select up to 3 of your Ships in different Colonies.
You earn PP according to the slot where your Ships are placed.
For each Ship, you earn 3 PP for each Wine depicted above the slot.

INFLUENCE OF THE GUILDS



Select up to 4 of your face-up Guild Favors of the depicted Guilds (same or different). Earn 5 PP for each selected Guild Favor.



Select up to 5 of your face-up Guild Favors (same or different). Discard 1 Wood per each selected Guild Favor, and earn 4 PP for each of them.



Select up to 3 of your face-up Guild Favors of different Guilds. Discard any 1 Good per each selected Guild Favor, and earn 7 PP for each of them.

URBANIZATION



Earn the highest depicted number of PP if you have the majority of Workers in the depicted City.

Ties break as usual.

Earn the lower depicted number of PP if you have at least 1 Worker but not the majority in the depicted City.



Select up to 6 of your Workers in the Cities.
Discard any 1 Good for each selected Worker, and earn 4 PP for each of them.



For each City in which you have at least 2 Workers, earn the lower number of PP depicted at the side of that City.



Select up to 2 Cities in which you have the majority of Workers, and earn the highest number of PP depicted at their side.
Ties break as usual.
Note: You do not earn any PP if you don't have the majority.

MODULE 4 - NEW ROLES

MAYOR



You must move the Pirate Citizen into a city of your choice placing it onto its flag.

You get 2 units of the bonus (Wood, Reals or Bread) depicted on the City where you took the Pirate Citizen from or on the City where you moved it to. **NOTE:** To get Wood you still need to follow the usual access rules.



You may swap one Worker of any player in the Cities with a Worker of any player or with a Neutral Citizen. They don't need to be in the same City. **NOTE:** One of the swapped meeples must belong to you.



You choose any 2 of your Workers in the Cities and lay them down. These Workers are not active anymore (i.e. they cannot be swapped, they are not affected by the Pirate Citizen, and they don't need to be fed). You will reactivate them (by standing them up) if you use them in the Cities in the same round OR at the end of the D phase.

GUILD MASTER

Change to the main action: If the Guild Favor you are taking is face-down (i.e. if it is in the column that costs 2 Wood or in the column that costs 3 Wood), you place it in front of you face-down.



Take one Dark Guild tile from the General Supply. **USE:** At the beginning of your turn, you may discard 1 (and only 1) Dark Guild tile to use 1 of your face-down Guild Favors, instead of a face-up one.

NOTES: The used face-down Guild Favor won't be flipped up (i.e. it will remain face-down). As per the normal rules, you still can use only **one** Guild Favor per turn so, if you have used 1 face-down Guild Favor, in this turn you cannot use a face-up one, and vice-versa.



You may flip face-up one of your Guild Favors (including the one you just took if it was face-down).



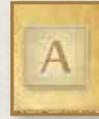
After having performed the main action, you take 3 City Bonuses according to where the Neutral Citizens are.

Example: there are 2 Neutral Citizens in Machico and 1 in Funchal. You get 2 Wood and 1 Real. Reminder: To get Wood, you need to have access to it.

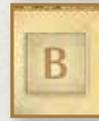
COMMANDER



You must move the Pirate Ship to any Colony or Market of your choice. You get one Good from the location.



Perform the action depicted on the A King's Reward bonus that is placed next to Game board.



Perform the action depicted on the B King's Reward bonus that is placed next to Game board.

STEWARD



Take one Protection tile from the supply.

REMINDER: In Phase C you may discard this tile to avoid getting Pirates when you don't pay for the Building Action. In Phase D, when

doing the maintenance, you may discard this tile to protect yourself from either the Pirate Citizen or the Pirate Ship.



You move your marker up one step in the Windmill.



You perform the topmost action of the Building the Steward is currently associated with (regardless of how many Workers you have in the Region).

Example: The Steward is on the Moinho (Mill). You have no Workers in Region 2. You receive 2 Bread.

HARVESTER

NOTE: The main action of the Harvester is a basic Harvest, not a Special Harvest.



Discard as many pirates as Workers you have in the region where the Harvester is currently located.



Perform the Special Harvest as per the usual rules.



You may discard any 1 Good (Wheat, Sugar, or Wine) to receive any 1 Good from the general supply. You may repeat this up to 3 times.