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MUDEIRA

EXPANSION

RULEBOOK

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Overview

Madeira will never be the same.

With this modular expansion you can add new challenges to your game of *Madeira*. You may combine the modules in any way you choose to and personalize your gaming experience. One thing is for sure, no game will ever be the same and the challenge will increase. Do you have what it takes?

This box contains four expansion modules for the game *Madeira*. To use them, a copy of the game *Madeira* is required. They can be played individually or combined.

All the standard rules of *Madeira* apply unless specified.

NOTE: This expansion is fully compatible with the first edition of *Madeira*, but please note that some rules of the initial preparation have been changed in the second edition, and those are the rules that are meant to be applied for the expansions.

You can find the updated rules for the Initial Preparation on our website www.whatsyourgame.eu

Components

- ♦ **MODULE 1:** 22 Setup tiles of 4 types (4 King and 6 each of Settlement, Farming, and Ship), indicated by the icons on the backs.



- ♦ **MODULE 2:** 24 *Capitania* Cards in 5 Groups (4 Colony, 5 each of Region 1, Region 2, Region 3, and All Regions), indicated by the symbols shown on their backs.



- ♦ **MODULE 3:** 30 Crown's Requests tiles in 5 kinds (6 each A, B, C, D, E), indicated by the letters on their backs.



- ♦ **MODULE 4:**
 - 5 Character tiles



- 1 special black die with red numbers (**CORSAIR DIE**)
- 1 Pirate Citizen
- 1 Pirate Ship
- 5 Protection tiles
- 5 Dark Guilds tiles



MODULE 1 - A NEW BEGINNING

A New Beginning is a new way to setup *Madeira*, allowing each player to start with a different personal approach.

A display of tiles give players money, farmers, position in the cities, bread, goods, and a starting King's Demand. Will you choose to start with more money or a larger range of goods? Which cities or lands will you begin your journey from?

Each one of these choices is made in a constantly changing turn order determined by your previously chosen setup tile, which means a better choosing tile now will result in you being later in turn order for the next choice.

Organise the best starting strategy you can, compromise here and there and find the perfect mix to approach the game with a winning plan. Big decisions start now, the game begins before you even start to play!

CONTENT: ♦ 22 Setup tiles of 4 types (4 King and 6 each of Settlement, Farming, and Ship), indicated by the icons on the backs.



King



Settlement



Farming



Ship

CHANGES TO THE INITIAL PREPARATION:

Proceed with the Initial Preparation, but ignore the following Steps: 3 (Windmill), 9 (Starting Crown's Requests and Initial Order of Play), 12 (Player's Home Supply), 16 (Initial Player Setup).

After the Initial Preparation is completed, sort the Setup tiles into types by the symbol on their backs.

Now proceed with the following steps:

1. Place the 4 King tiles face up to form a row next to the Game Board. Randomly place face-up 1 Starting Crown's Request on each King tile.
2. Randomly reveal 4 Settlement tiles and place them face up to form a row below the King tiles. Place the remaining tiles back in the box unseen. **(Reveal 3 in a 3-player game, and 2 in a 2-player game.)**
3. Repeat with the Farming tiles, and the Ship tiles. So, there will be 4 rows of 4 tiles each **(3 each in a 3-player game, 2 each in a 2-player game)**.



4. Select a start player at random. Going clockwise give the 2nd player 1 Real, the 3rd 2 Reals, and the 4th 3 Reals.



5. The first player takes one Ship tile of their choice and does what's indicated (see below). Proceed in player order, clockwise around the table for Ship tiles.

Player order number

6. A new player order is now determined by the number depicted on the chosen Ship tiles (with the first player being the one with the lowest number, and so on).
7. Repeat step 5 for the Farming row (following the just determined new player order), Settlement row (with Player order determined by the numbers on the chosen Farming tiles), and the King row (with player order determined by the numbers on the chosen Settlement tiles).



- ♦ Ship tiles indicate where to place your Workers in the Regions and in the Cities, and how many Workers (1 or 2) you place in the City Watch.



- ♦ Farming tiles give you Goods, Wood, and determines your starting position on the Windmill.



- ♦ Settlement tiles give you Bread, Money, and/or Workers in several locations. Some of them also give you a certain amount of Pirates.



- ♦ King tiles give you a Crown's Request. Place it face-up in front of you.



The roman numerals on the King tiles determine the Initial Order of Play for the game. Place your Turn Order marker on the Guild Board accordingly.

After the last row is resolved, place all the Setup tiles back in the box.

MODULE 2 - CAPITANIAS

New cards give crucial relevance to your strength in the Regions. They give you powers and benefits that will help achieve your goals, but only if you have the right number of workers in the Regions and only during the round you played the card. Make sure you play the right card at the right time, the card that creates the perfect synergy between its power and your main plan for this round. Next round is going to be different, with a new card, a new dynamic, and a new benefit.

Due to the requirements on the cards, you will need to shift your focus from one region to another each round, making the game more dynamic.

Drafting five cards for five rounds encourages you to make a long-term plan specific to those cards from the beginning and makes for a different game each time you play. Your story is in your hands!

CONTENT: ♦ 24 Capitania Cards in 5 Groups (4 Colony, 5 each of Region 1, Region 2, Region 3, and All Regions), indicated by the symbols shown on their backs (See the Reference Book for a description of the cards).



CHANGES TO THE INITIAL PREPARATION:

After the Initial Preparation (and after having chosen the Setup tiles, if playing with Module 1), sort the cards into face-down groups by the symbols on their backs, shuffle each group separately, and place each of them face-down on the table. (Randomly place in the box 1 card from each deck in a 3-player game, and 2 cards in a 2-player game.)

Give 1 face-down Colony card randomly to each player. After having looked at their card, players place it face-down in front of them.

Starting with the last player (i.e. the player whose marker is in the bottommost slot of the Passing Column on the Guild Board), and proceeding in reverse player order, each player chooses one deck and places it face-down in front of them.

In a 3-player game, place the remaining deck face-down on the table, to the left of the 3rd player.

In a 2-player game, after both players have chosen a deck, the last player chooses one of the remaining decks, and places it face-down on the table to their left. The remaining deck is then placed face-down on the table to their right.

Now, simultaneously, each player selects one card from the deck in front of them, places it on top of the Colony card, and passes the remaining cards to the player on their left (in a 2- or 3-player game, if there is a deck on the table on your right, you take it into your hand, and the player to your right places their remaining cards face-down on the table).

Repeat until each player has 1 card from each Group. Those cards form the player's hand. The remaining cards are then put back in the box.

CHANGES TO THE GAMEPLAY:

Before their turn in Phase A2: Choose a dice row, each player **must** select one card from their hand and play it face-up in front of them.

The card will stay in front of the player and it will be active for the remainder of the round.

It will be discarded at the end of the round.

So, in each round, you will have 1 (and only 1) active card face-up in front of you.

NOTE: the card Calecute (see Reference Book) is an exception to this rule.

Each card depicts a **requirement**, a **reward** (that will be gained if the requirement is met), and in which **phase** the card will be applied.

For example, for the Card "Feitoria",

- The requirement is having at least 1 Worker in Region 1.
- The reward is the ability to discard any type of Goods when sending ships to the Market.
- The Phases in which the reward could be taken are B and C.

So, if, during Phase B and/or C, you move Ships 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.



MODULE 3 - KING'S DEMANDS

With the new King's Demands players can build new strategies and the tension in the gameplay grows.

Having ships in the markets or in the colonies, settling in the cities, getting wealthy, or influencing the guilds are still the main purposes of the game, but they alone are no longer enough.

The King challenges you now with 30 new unique tasks, and if you want him to recognise your value, you must perform better, proving yourself with more challenging and more specific demands.

Choices are more crucial now than ever. The right King's Demand puts you on the path to victory!

CONTENT:

- ♦ 30 Crown's Requests tiles in 5 kinds (6 each A, B, C, D, E), indicated by the letters on their backs.



CHANGES TO THE INITIAL PREPARATION (the following steps in the base game rules should be ignored and substitute as follows):

Place the Crown's Requests from the base game back in the box. Use the tiles from this expansion instead.

STEP 9 a) (if you are not playing with Module 1):

Randomly choose 1 Crown's Request per kind and shuffle them. Each player gets 1 of them at random, face-up. The player who has the tile with the letter closest to the A, is the first player.

STEP 9 a) and b) (if you are playing with Module 1): Randomly choose 1 Crown's Request per kind and place 1 face-up on each of the King tiles. Then follow the rules as explained in Module 1.

STEP 19: Randomly choose 4 Crown's Requests of each kind (A, B, C, D, and E), shuffle them together and lay them out randomly in the dice rows on the Guild Board, face-up in rows of 5 each. Place the remaining tiles back in the box. They won't be needed for the remainder of the game.

Choose 3 Crown's Requests of each type in a 3-player game, and 2 Crown's Requests of each type in a 2-player game.

See the Reference Book for details of these tiles.

NOTE FOR PHASE E: The rule "If a player chooses more than 1 Crown's Request of the same kind in the same round, he must assign different items to them" still applies, but it must be noted that this refers specifically to same kind of Crown's Request (i.e. A, B, C, D, or E) not to the same kind of piece (Ships, and Workers).

So, if you choose to score 2 Crown's Requests from 2 different groups that require the same kind of piece, you can assign the same piece to both of them.

EXAMPLE:

One of the "Wealth of the Nation" tiles will earn you points for your Ships in the Colonies and/or the Markets.

If you choose a "Market Routes" tile in the same round, you can assign the same Ships to both tiles.



MODULE 4 - NEW ROLES

A new complete set of five characters is included in this module, bringing a new look to the way players approach the gameplay.

They offer players new patterns and ways to interact with the characters and with the other players. Each dice placement is key to pursuing your strategy as each one of the characters offers three precious bonuses, given on a first-come, first-served basis. You may wish to rush to secure your position and guarantee the bonus you want, preventing others from getting it.

Be aware of the pirates though! Power and wealth attract more pirates and not only can the new Corsair Die block your preferred bonus, but the new Pirate Ship and Pirate Citizen can make you tally more pirates at the end of each round, if you don't plan carefully.

CONTENT:

- ♦ 5 Character tiles



- ♦ 1 special black die with red numbers (**CORSAIR DIE**)



- ♦ 5 Protection tiles



- ♦ 1 Pirate Citizen



- ♦ 1 Pirate Ship



CHANGES TO THE INITIAL PREPARATION (these are in addition to/modifying the base game setup steps, not replacing them in full):

STEP 4.1: Flip face down the 2 leftmost Guild Favors on each row.



STEP 13: Place the Protection tiles and the Dark Guild tiles in the general supply.



STEP 4.2: Place the Pirate Citizen on the flag of Machico (the bottom one)

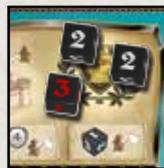


STEP 6:

- Place the Pirate Ship in the Brasil colony (on top of the globe).



- Do not discard the A and B tiles that were not put on the Colonies Area, but instead place them face-up next to the game board.



STEP 15:

- Place the Characters from the base game (and the Harvester expansion tile, if you have it) back in the box. Use the expansion Characters instead.

- Place the Harvester face-up on the Building corresponding to the current round, then shuffle together the Steward, Mayor, Guild Master, and Commander, and place them randomly face-up on the remaining Buildings. This applies also to **STEP 1 OF PHASE A1**.



STEP 7: Place 1 Black die back in the box. Use the **CORSAIR DIE** instead.

STEP 12: Each player receives 3 Pirates.
NOTE: If you are playing with Module 1, skip this step.



Note: As a visual reminder, the small icon on the upper right corner of the Harvester points to the Roman Numeral that indicates the current round.

CHANGES TO THE GAMEPLAY:

PHASE B: Each Character has 3 Bonus slots.

When you place a **GUILD DIE** on a character to perform the **CHARACTER ACTION**, you place it on one available Bonus slot.



You then perform the main action and gain the depicted bonus (see the Reference Book for a description of the bonuses).

-If not otherwise specified, the bonus can be taken before or after the main action, as you choose.

- Only 1 die can occupy each bonus slot.

- If all the bonus slots are occupied (or if the corsair die is already on the character, see below), you place the die on the character image on the left of the tile (i.e. you do not occupy a bonus slot). In this case, you just perform the main action.



- You may decide to not take any bonus (in which case you place the die on the character image).

- As per the base game rules, you may place a die on a character even if you cannot or do not want to perform the Action or harvest. In this case you place the die on the character image and you do not take the bonus.

When you place a **GUILD DIE** on the Steward, Mayor, Guild Master, or Commander to **HARVEST**, you place it on the character image. You do not get any bonus.



When you place a **PIRATE DIE** or the **CORSAIR DIE** on a character (either to **HARVEST** or to perform the **CHARACTER ACTION**), you place it on the character image. You do not get any bonus (i.e. with the black dice you can only perform the main action or harvest).



Also, when the **CORSAIR DIE** is placed on a character, the bonus slots are no longer available for the remainder of the round, so if a **GUILD DIE** is later placed there, it can only be used to perform the main action or harvest.

The player that placed the **CORSAIR DIE**, may discard 1 Pirate.



PHASE C: If you cannot or do not want to pay to perform the building action, you can discard a Protection tile (see the Reference Book, Steward, for detail on how to obtain them) instead of receiving Pirates.



EXAMPLE:

The **Moinho** Building is being resolved. The value of the rolled **GUILD DICE** is 2. The value of the rolled **PIRATE DIE** is 3. It is a 4-player game so players should pay 8 to perform the Building Action.

Purple doesn't want to pay, so she doesn't perform the Building Action.

She would normally take 4 Pirates, instead she chooses to discard a Protection tile, so she does not take any Pirates.

PHASE D: After the Feeding step;

- Players receive 1 Pirate for each of their Workers in the City where the Pirate Citizen currently is.
- Players receive 1 Pirate for each of their Ships in the Colony or Market where the Pirate Ship currently is.



To protect yourself from taking Pirates in this way you may discard one Protection tile to ignore the effect of either the Pirate Citizen or the Pirate Ship, or 2 Protection tiles to ignore both.

EXAMPLE:

The Pirate Citizen is in Funchal, and **Red** has 3 Workers there, also the Pirate Ship is in India, and **Red** has 2 Ships there.

Red should then receive 5 Pirates. **Red** has 1 Protection tile, and she decides to discard it to be protected from the Pirate Citizen. **Red** then gets only 2 Pirates (due to the Pirate Ship.)