

MADERA

THE AMBASSADORS EXPANSION

Contents: ♦ 4 Guild Favors (the Ambassadors) ♦ 6 Bread

To use this expansion, a copy of the game *Madeira* is required.

Rules: Initial Preparation: Shuffle the 4 Ambassadors Guild Favors with the Guild Favors of the base game. Then randomly choose 1 Favor per Guild and put it back into the box (they won't be used for the rest of the game). All the other rules still apply.



Counselor

For each Colony in which he has at least 1 Ship, the player gets 1 Good (Wheat, Sugar, or Wine, according to which Good is depicted on the Colony).



Minister Resident

For each Colony in which he has at least 1 Worker, the player gets 2 Bread.



Envoy

The player gets 2 Reals for each of his Ships in the Colonies.



High

Commissioner

The player pays 4 Reals and immediately moves 1 of his Workers to any Colony Land.

After moving the Worker, he then earns 1 PP for each of his Ships in that Colony, if any, and may perform the action of 1 of the 2 King's Rewards in that Colony.

The player can move the Worker from his Home, any other Colony Land, any City spot, or any Field. He cannot move it from the City Watch.