

RULES FOR SIRACUSA:

Special Rule: The stages of Siracusa can be built in any order, at the player's choice.

Clarification: The player is allowed to perform a Naval Construction of the color associated with the Wonder, and then benefit from the free advance from this Wonder step.

A player can thus perform multiple Naval Constructions during a given turn.



A



The player freely moves one of their Ships, of their choice, one space upward on their Dockyard board. In addition, this step grants 1 Naval Shield.



The player freely moves one of their Ships, of their choice, one space upward on their Dockyard board. In addition, this step grants 3 Victory Points at the end of the game.



The player freely moves one of their Ships, of their choice, one space upward on their Dockyard board. In addition, this step grants 1 Ground Shield.

B



The player immediately gains 6 Coins. All other players lose 1 Coin per Commercial Level reached by their Yellow fleet.



≠



The player freely moves two different Ships, of their choice, one space upward each on their Dockyard board.



This step grants 1 Ground Shield and 1 Naval Shield.