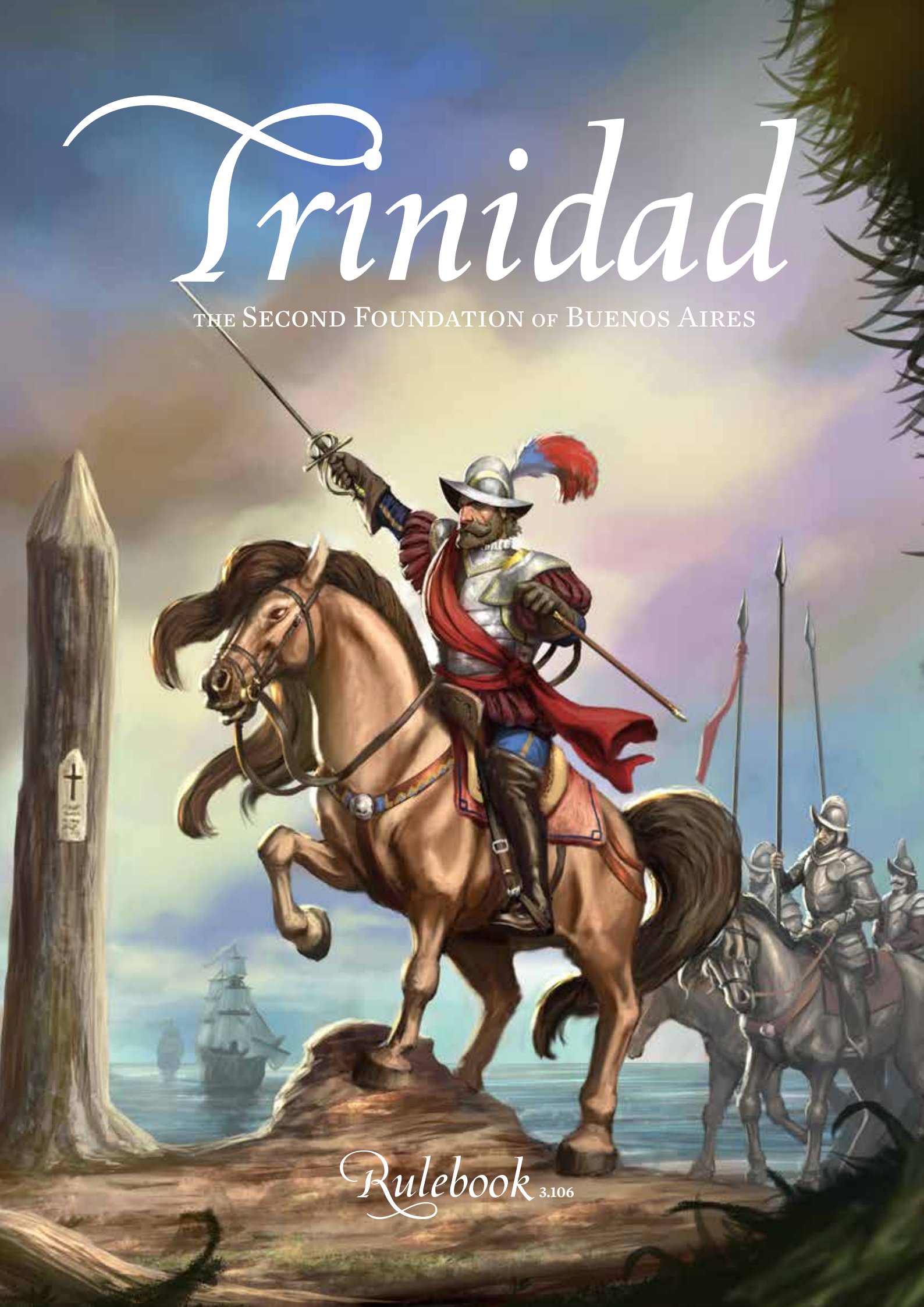


Trinidad

THE SECOND FOUNDATION OF BUENOS AIRES



Rulebook 3.106

GAME CONTENTS



1 main board



5 player boards



5 player Screens



5 player Aids



100 game cards

12 Character cards, 72 Affiliate cards, 16 Solo cards



40 player disks
in 5 colors



5 City Council markers
in 5 colors



8 City C. Workers



Decade marker



4 Tension markers



5 Roads markers



3 Peace markers



5 War Penalty markers
in 5 colors



30 Banners
in 5 colors



30 Vote tiles
in 5 colors



10 VP tiles
in 5 colors



45 Wood
resources



45 Stone
resources



15 Precious
resources



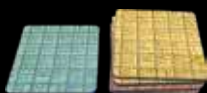
12 Metal
resources



15 War markers



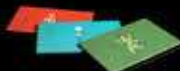
15 Palace markers
in 5 colors



10 Lot tiles
in 5 colors



10 Status markers
in 5 colors



5 Discard markers
in 5 colors



14 Wounds
markers



14 Pillage
markers



5 Blood Pact markers
in 5 colors



15 Faith tokens



10 War Opponent tiles



10 War Opponent markers



1 Combat Area Board



1 Cathedral



1 Fort



1 Cabildo



1 Harbor



27 Walls



3 Stonecutters



3 Carpenters



2 Churches



3 Squares



6 Palaces



2 Barracks



2 Monuments
(on square)



2 Fountains
(on square)



35 Houses
in 5 colors



2 Markets



3 Haciendas/Corporations



6 Militianos



6 Soldiers



6 Freebooters



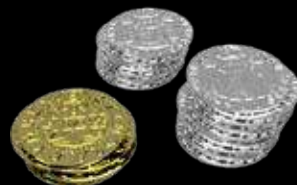
4 Captains



4 Warriors



6 Indios



30 Metal coins



1 Rulebook

HISTORIC NOTES

During the colonial period, the geographical area now occupied by Argentina was not particularly interesting to the conquistadores. It was an uninhabited land, with endless plains, no natural resources, and no gold or silver trace.

On the grounds where the city of Buenos Aires was founded originally lived the Querandì, a small indigenous and nomadic tribe mainly devoted to hunting.

Sebastian Caboto, who participated in an exploratory expedition in 1528, was the first to describe the Querandì's characteristics and habits. In these first expeditions, Spaniards and Natives were often friendly, with mutual respect and curiosity, and helped each other on more than one occasion.

The First Foundation. In 1536 Pedro de Mendoza's expedition arrived directly from Spain, with about 1200 men (and only 15 women!) with some cows, establishing a small settlement in the area.

During this initial period, the natives helped the Spaniards survive by providing them with food. However, as often happens when there is no true communication, it took very little for things to go for the worse. The lack of resources and the Spanish arrogance led to a first bloody battle, causing a war. The Querandì found allies in other tribes of the region and prevailed over the Spanish conquistadors by expelling them from their territory.

Many Spaniards died, some fled, but others chose not to return to Spain but to push inland and establish Asuncion's city. The wooden fort and the city's first foundation houses were destroyed, but something brought by the Spaniards remains.

It is believed that the cows (yes them!) brought by the Spaniards colonized the endless grasslands of Argentina. In a few undisturbed years, they had multiplied rapidly, reaching the thousands.

At this point, the Querandì officially became enemies of the Spanish Crown. In subsequent exploratory expeditions of the area, they were described as dangerous people and skilled warriors in the use of bolas.

The Second Foundation. Juan de Garay started from Asuncion. He was a leader and expert politician who had already founded the city of Santa Fe and had held many titles, including that of Asuncion's governor. He brought 66 Spanish families, 34 soldiers, and even 300 Guarani families who would have served as laborers. The Guarani are another tribe of natives, much larger, occupying the areas to the north.

The ships used were a caravel, two brigantines, and other small boats, landing near the point chosen years before by Mendoza. The foundation ceremony was the classic one at the time, a tree stump planted in the ground and blessed by the friars present. The newly arrived were immediately set to work and immediately built the foundations of the new settlement.

The Querandì, alarmed by the arrival of the new Conquistadores, immediately prepared an attack to drive them away from their lands finally.

The chronicle describes how a prisoner held by natives, Cristóbal Altamirano, managed to warn Juan de Garay and his friends of the imminent attack. He wrote a message, put

it in a pumpkin, and left it to float down the river. This was fished out downstream by the Spanish, warned them of the imminent attack, and gave them time to prepare.

The fight resulted in the defeat of the Querandì and the killing of their chief Tutubà.

With this defeat, the Querandì most definitely bent the knee to the invader. In the following years, there won't be any large battles but skirmishes, in one of which Juan de Garay died. The Querandì were no longer able to counter the Spanish expansion, and over the following decades, they sadly disappeared into nothingness.



This game wants to celebrate the birth and development of Buenos Aires. The adversities that characterized the birth of Buenos Aires were exceptional, so it was founded twice. It is a fascinating story, almost unbelievable, which like all stories, has some dark and light aspects.

Like hundreds of other cities in the world, Buenos Aires was founded during the colonial expansion in the 16th century. It was a dark period in the history of humanity, especially in South America. This game in no way wants to celebrate it or endorse it; on the contrary: Trinidad is about construction, not destruction, and wants to intrigue players with its strategy and growing complexity.



Trinidad, as a game, also offers a different view. There are not only the conquistadors among the Spaniards. There are also ordinary people. Families and people who do not think that violence is the only solution. The players will, in fact, have different interests. Some will want to make the most of the natural resources causing clashes with the Querandies. Others will try to avoid it, believing they can expand the city without disturbing the balance with the Natives. Some

characters in the game push on war and confrontation. Others instead seek peace and collaboration and work towards it. If the latter can prevail, it will be possible to build the city of Buenos Aires without bloodshed. In a less corrupt and ruthless world, perhaps this would have been possible, that is to say, that there was space for everyone.

GAME FLOW

In Trinidad, players represent the chief of Spanish families who want to build the most beautiful and richest city in the Rio de la Plata region.

Players will manage productions, resource collecting, they will construct buildings, like houses, palaces, squares, churches, barracks, and more, they'll connect districts with roads and protect them with walls, and collaborate to build magnificent major buildings like the Cabildo, the Harbor, the Fort, and the Cathedral.

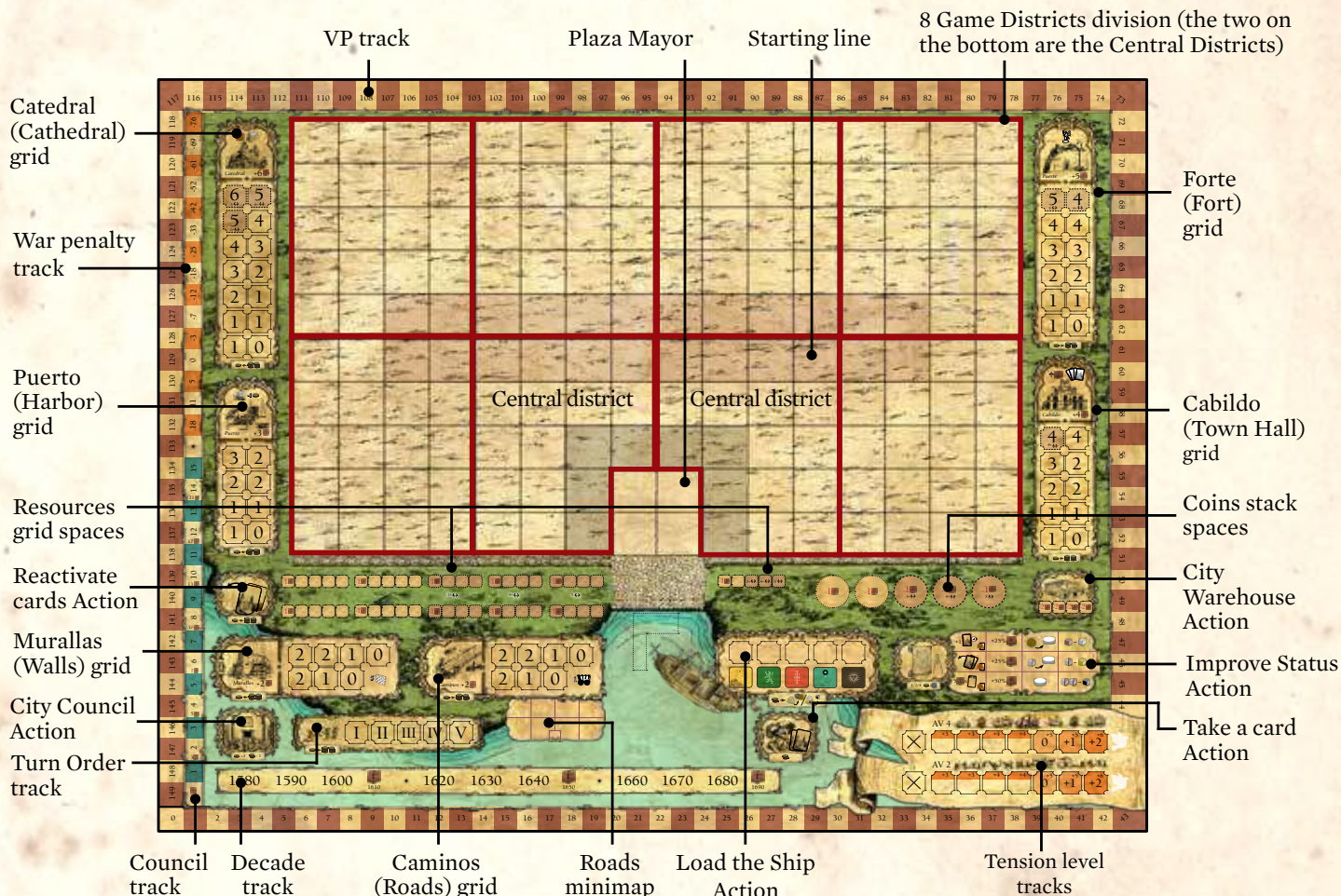
Building in central districts will give more prestige, but external districts should not be underestimated as they are less crowded and easier to manage. Production buildings and character/affiliate cards will allow the players to take advantage of coins and resources, and this will let them build more and have access to actions that will earn them even more victory points (VPs).

At the end of every decade, special events will occur, like the city's ship sailing to Spain for trade, an attack on the city by the Natives or the Pirates, and at Era end a scoring phase to reward players for their achievements. Players should, therefore, be careful while developing their strategy in the best way and with the best timing.


At the end of the game, the player with the most victory points (VPs) earned throughout the game thanks his buildings, soldiers, characters, and wealth, which will be the winner.

NOTE ABOUT EXPANSION

This rulebook already included the rules for the **Extended War Expansion**. These rules are shown in **red**.



SETUP

1. **Turn Order and Decks:** Randomly determine the turn order. Following the turn order, each player chooses his color and places a player disk on the Turn Order track on the game board. Place the decade marker on the first space of the decade track in the year 1580 on the  side.

2. **Gather Player Components:** Each player takes a screen, their player board, and the components in their color:

| Components | Type |
|--------------------------|-----------------------|
| Lots | 2 tiles |
| Houses | 7 miniatures |
| VP tiles | 2 tiles |
| War penalty | 1 meeple (flame) |
| Status markers | 2 disks |
| City Council marker | 1 meeple (scroll) |
| Palace ownership markers | 3 sticks |
| Player disks | 6 Workers/1 VP marker |
| Blood pact | 1 tile |
| War markers | 3 tiles |
| Vote tiles | 6 tiles |

3. **Create Game Supply:** Depending on the number of players, place the following pieces in the game supply next to the board.

| | Number of players | | |
|--|----------------------|----|----|
| Miniatures and Markers | 3 | 4 | 5 |
| Cantero (Stonecutter) | 2 | 3 | 3 |
| Carpintero (Carpenter) | 2 | 3 | 3 |
| Mercado (Market) | 2 | 2 | 2 |
| Cuartel (Barracks) | 1 | 2 | 2 |
| Iglesia (Church) | 1 | 2 | 2 |
| Corporación-Hacienda | 1 | 2 | 3 |
| Plaza (Square) | 2 | 3 | 3 |
| Palacio (Palace) | 5 | 6 | 7 |
| Murallas (Walls) | 18 | 18 | 27 |
| Monumento (Monument) | 1 | 2 | 2 |
| Fuente (Fountain) | 1 | 2 | 2 |
| District Road markers | 4 | 4 | 5 |
| City Council workers (disks) | 8 | | |
| Cabildo, Catedral (Cathedral), Puerto (Harbor), Forte (Fort) | 1 each | | |
| Resources, coins, banners, faith tokens | all | | |
| Soldiers | number of players +1 | | |
| Militianos (Militiamen) | number of players +1 | | |

NOTE: 2-players games use 3-players configuration as they usually include an A.I. player. It's possible to play in 2 (human) players, see *Solo & 2-players game* section for more info.

Resource cubes are in 4 colors: white (stone), brown (wood), yellow (precious), and black (metal). Coins are in two types: silver and bronze color; 2 bronze coins=1 silver coin. Banners are in six colors.

4. **Tracks and markers:** Place a player's VP marker (disk) on the first space of the VP track. Keep the VP tiles in the player area (they will be used to show 150+ and 300+ VPs scores).

Place the player's City Council markers (the scroll) on the space with the number 3 of the Council track (4a), the War penalty markers (the flame) on the space with the number 0 of the War penalties track (4b), a black Tension marker on the first space of both of the Tension tracks (4c, one for the Pirates and one for the Natives), and the other two markers near them (4d). Place the Peace markers at the end of the tension tracks (4e) and the District Road markers near the minimap of the Roads grid (4f).

5. **Starting Resources:** Each player takes 2 stone and 2 wood resources, 1 silver and 1 bronze coin from the game supply. The last player receives 1 additional stone and 1 wood resources. In a 5-player game, the second to last player receives 1 additional stone or 1



wood resource (at random).

6. **Starting Character card:** Take the game cards and create two decks: Character cards deck (brown back, 12 cards) and Affiliate cards deck (violet back, 72 cards). Shuffle them.

Remove from the game the Solo cards deck (red back, 16 cards), if it is not in use.

Draw $X+3$ random Character cards and show them on the table (X is the player number). In turn order, each player places 1 disk of their color on a character card. Assign the card with 1 disk only to the player who owns the disk. This player places it in front of him face-up and has completed the procedure. For other players: An auction starts in player order for the cards with 2 or more disks. Each player in clockwise order with a disk on the card can bid 1 or more VP or pass. Each bid must be higher than the previous one, and a player who has passed cannot come back in the auction. When all players passed except one, the auction ends: The remaining player takes the character, the VP penalty, and has in this way completed the procedure. The players who lose the auction take their disk and place it on another character card. Assign other cards and/or start a new auction and repeat the procedure until each player

owns 1 character. Then all the remaining Character cards are removed from the game.

FIRST GAME OPTION: Randomly give each player 2 character cards. Every player takes 1 and remove the other.

7. **Starting Affiliate card:** The first player in turn order draw cards from the Affiliate deck up to find the first card of the same color of all players' character cards. Each player takes their respective card and places it on the table near their character card. Then shuffle the Affiliate cards, place the resulting deck near the board. Draw the first card, placing it face-up near the deck to form the game discard pile.

8. **Fill Resource grids and Coin stacks:** Fill many resource grids equal to the number of players. Place $5/4$ resources (as depicted in the board) in each grid taking them from the supply. Do this both for wood and for stone cubes. Place 1 precious resource (yellow cube) per player in the precious resources grid and a stack of coins per player in the coin stack spaces. Each coin stack is made of 3 silver coins.

Place 4 resources (2 white and 2 brown) on the City Warehouse space.

For example, in a 4 players game (like the one on the picture on the left), players must place a set of stone resources in 4 grids, a set of wood resources in 4 grids, 4 precious resources, and 4 stacks of 3 silver coins each.

Each player puts his resources, coins, and vote tiles behind their player screen. Then Setup is done.

Let's start to play!



PLAYING THE GAME

The game is played over **12 decades** divided into **3 Eras**, representing the decades from 1580 to 1690.

FIRST GAME OPTION: the duration of the game can be limited to the first 8 decades (the first 2 Eras). By this Option the game will end on the 1650. We suggest to use this Option on the first games.

Each decade contains **3 Phases** that the players must resolve in order:

A. Start of the Decade Phase: During this phase, players acquire Affiliate cards and pay salaries.

B. Action Phase: During this phase, the majority of the game occurs. Each player completes actions to, for example, produce resources, construct buildings, or load the ship with resources.

C. End of the decade Phase: During this phase, players perform cleanup steps to prepare for the next decade; it may also include a War, Ship, and/or Scoring phase.



The Decade track on the board: The 3 Eras are highlighted with a red bar.

A. START OF THE DECADE PHASE

DRAW CARDS

In turn order, each player draws 2 cards from the Affiliate deck, looks at them, and takes 1 card or none at all. Alternatively, the player can take the first card of any discard pile (see below).

Each player puts any discarded card(s) face-up near Affiliate deck in the own discard pile.



The discard piles of all players plus the game discard pile form a **display**. Player discard piles are marked by the Discard markers.

SALARY

Each player must pay the Affiliate card salary, which depends

on the number of Affiliate cards owned: 1 bronze coin for 1-3 cards, 2 bronze coins for 4-6, 3 bronze coins for 7-9, and so on. *For example, the Blue player owns 2 Affiliate cards. They must pay 1 bronze coin, while the Yellow player, which owns 7 Affiliate cards, must pay 3 bronze coins.*

If a player doesn't have sufficient coins or does not want to spend coins, they can discard cards up to regularize their situation or **loses 2 Victory Points (VPs)** for each Affiliate card not paid, or a combination of these two possibilities. *For example, the Yellow player owns 7 Affiliate cards and must pay 3 bronze coins. They choose to discard 2 cards. In this way, they now have 5 Affiliate cards and should pay 2 bronze coins; they choose to pay 1 bronze coin, which covers 3 cards. Two cards remain unpaid, so they lose 4 VPs.*

B. ACTION PHASE

During the Action Phase, starting with the First Player, each player takes **1 main action**. The players can also do any **free actions they want**, but only before completing the main action (see *Free Actions* section).

Main Actions cost a variable number of workers, resources, and/or coins. The workers available to the players are stored on Available Workers disks spaces on the player boards, while resources and coins are in the player supply.

When all the players have completed their main action, the round starts again with another turn of player's actions. When a player finishes all their available workers, they cannot do any further main action and must pass. When all players have passed, the Action Phase ends.

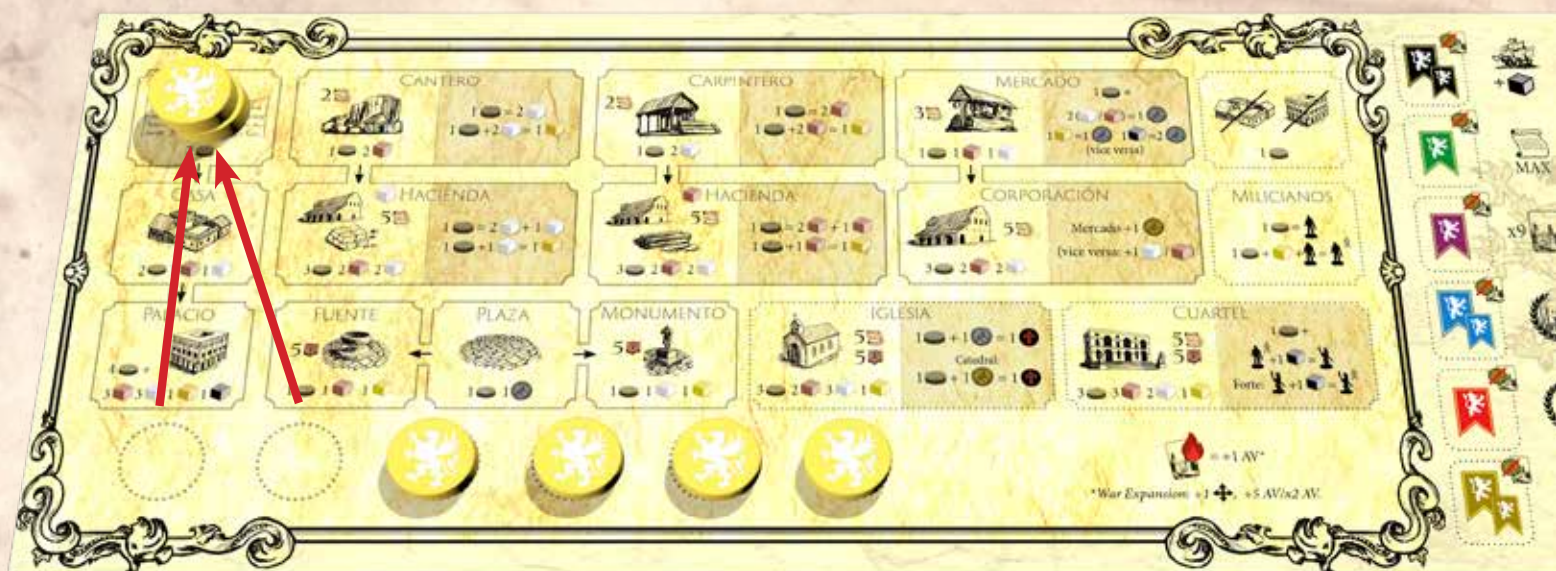
The available main actions are represented by several **action spaces** on the main board and the player board. Every time a player does an action, they must place the workers used in these spaces while resources and/or coins go in the game supply. It's possible to do the same action more than 1 time per Decade if there are no other limitations like insufficient miniature pieces, resources, etc.

On the player board, there are these main action spaces:

- Minor Buildings, Group A:** Lote (Lot), Casa (House), Palacio (Palace), Plaza (Square), Fuente (Fountain), Monumento (Monument) construction action spaces.
- Minor Buildings, Group B:** Carpintero (Carpenter), Mercado (Market), Cuartel (Barracks), Cantero (Stonecutter), Corporación (Corporation), Hacienda (Estate), Iglesia (Church) construction, and activation action spaces.
These buildings have a double space: use the one on the left to build them, and the one on the right (in red) to activate them.
- Remove House/Palace.**
- Deploy Militianos.**

On the main board, there are these main action spaces:

- Load the Ship.**
- Take a card.**
- Reactivate Cards.**
- Players Order.**
- City Council.**
- Improve Status.**



Example. The Yellow player takes 2 Workers from the Available Workers disks spaces and places 2 of them in the Lot space. Then they place a Lot tile on the map.

11. Major Buildings: Forte (Fort), Catedral (Cathedral), Puerto (Harbor), Cabildo, Murallas (Walls), Caminos (Roads) construction grid spaces.

1-2. MINOR BUILDING CONSTRUCTION, GROUP A-B

Players can **construct** different buildings (see table below). To build one, the player must take the required workers from the available worker spaces and place them on their player board's construction action space. If the building has two spaces (yellow for construction and red for activation), use the yellow space. Then pay the cost (if any) in resource cubes and/or coins to the game supply, and then place the building's miniature/tile on the map.

| name | requirement | costs |
|---------------------------|-------------|-------------|
| Lote (Lot) | | 2 |
| Casa (House) | lot | 2 1 1 |
| Palacio (Palace) | house | 4 3 3 1 1 1 |
| Cantero (Stonecutter) | | 1 2 |
| Carpintero (Carpenter) | | 1 2 |
| Mercado (Market) | | 1 1 1 |
| Corporación (Corporation) | market | 3 2 2 |
| Hacienda (Estate) | stonecutter | 3 2 2 |
| Hacienda (Estate) | carpenter | 3 2 2 |
| Plaza (Square) | | 1 1 |
| Monumento (Monument) | square | 1 1 1 * |
| Fuente (Fountain) | square | 1 1 1 * |
| Cuartel (Barracks) | | 3 3 2 1 |
| Iglesia (Church) | | 2 2 3 1 |

* player can spend also a Status marker.

Construction requirements

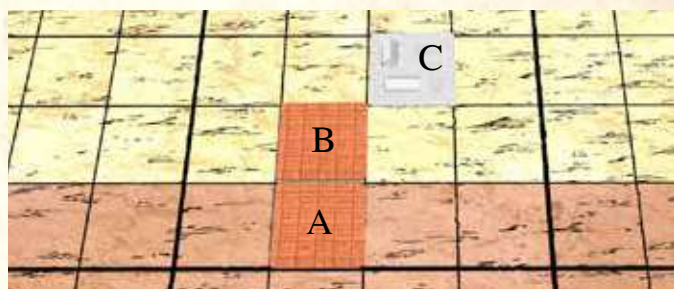
The building miniature must be placed on a space of the board map. The player must select an empty space inside the **Starting Line** OR **adjacent to a building they own** (Lot, House or Palace of his color).

STARTING LINE: The red spaces at the center of the city map.

ADJACENT SPACE: Any of the 8 spaces around a selected space.



Example. The Red player places a Lot (A) on the Starting line.



On the following rounds, the Red player places another Lot (B) adjacent to the first one (A), and then built a Stonecutter (C) adjacent to Lot B.

- Lote (Lots) and Casa (Houses) are taken from the player supply, while other buildings are taken from the game supply. **If a building is not available from the supply, it cannot be built.** For the Palacio (Palace), if either the player's Palace ownership marker or the Palace miniature is not available, it cannot be built.
- Casa (House), Palacio (Palace), Corporación (Corporation), Hacienda (Estate), Plaza (Square), Monumento (Monument), and Fuente (Fountain) can be built in a space only if their requirements are

met: A Casa requires and replaces a Lote of the same color while a Palacio replaces a Casa. The Corporaciòn requires and replaces a Mercado, a wood Hacienda a Carpintero building, a stone Hacienda a Cantero building, the Monumento and Fuente both require a Plaza. Their requirements links are shown on the player board by arrows.

NOTE: When a Casa replaces a Lote or a Palacio replaces a Casa, the original Lote/Casa returns to the player's supply and becomes available again. For the Palacio, the player puts a Palacio ownership marker in the miniature to mark it as their own. When a Corporaciòn or a Hacienda replace a Mercado, Carpintero, or Cantero building, the original building goes back to the game supply and becomes available again. Please note that the Corporaciòn and Haciendas share the same miniature, so building one type will limit others' possible amount. Place a resource cube on the corresponding Hacienda (wood or stone, taken from the game supply) to distinguish it from the Corporaciòn.

Finally, Fuente or Monumento markers are added to the Plaza, changing the building to a Fuente or a Monumento, but without making the Plaza miniature available again in the supply. When the player build a Fuente and/or a Monumento can place an own Status marker over the miniature to mark them as own buildings. This affects the Houses VP value (see the *Scoring Phase* section).

- The four spaces on the map above the Forte (Fort) space form the **Plaza Mayor** (see the red spaces in the image below), they remain empty and no building can be built upon them.

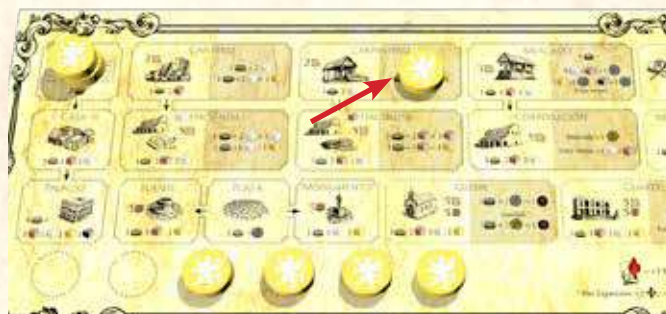


The Cantero, Carpintero, Corporaciòn, Hacienda, Mercado, Cuartel, and Iglesia immediately provide **City Council points** to the player who builds them. Cuartel, Iglesia, Monumento and Fuente provide also **Victory Points**. This info is shown to the player board. Assign and on the respective tracks on the board.

2. MINOR BUILDING ACTIVATION, GROUP B

Some buildings can be activated to gain an effect. These buildings have a double-action space on the player board: a player can place workers on the left side to build it or on the right side (in red) to activate it. The left side shows the construction costs, while the right the activation costs and effects.

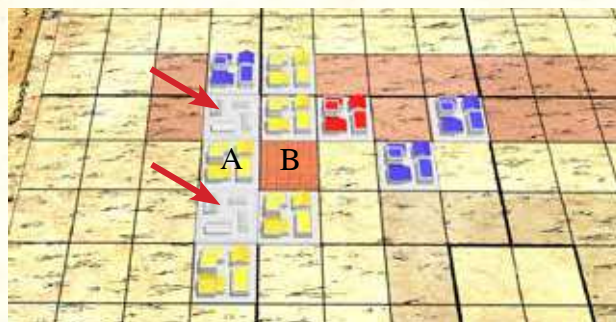
The required workers must be taken from the available spaces and placed on the corresponding activation red space.



For example, the Yellow player places a Worker on the player board's Carpintero (Carpenter) activation space to activate a Carpintero building and take 2 wood resources.

Activation limitations

- The activated building must be **adjacent** to a building of the player color: Lote (Lot), Casa (House) or Palacio (Palace).
- A single activation produces **only 1 effect** and is not multipliable. For example, the Yellow player uses 1 worker to activate the Stonecutter building to convert 2 stone resources into 1 precious resource. They cannot in a single activation use 2 workers to convert 4 stone resources into 2 precious resources.
- Each player can **activate a building only 1 time per decade**. If the player is adjacent to multiple buildings of the same type, the number of possible activations is one per building. **NOTE:** The number of activations done by each player is visible on their player boards and is equal to the number of workers present in each activation space.



Example: There are two Carpintero (Carpenter) buildings in the city (red arrows). The Blue player has a Casa (House) adjacent to one of them: they can activate this building just once per decade. Instead, the Yellow and Red players are adjacent to both of them respectively with a Casa (A) and a Lote (Lot, B). This means they can activate each Carpintero building per decade, so twice as total.

ACTIVATION EFFECTS

| name | activation |
|---------------------------|--|
| Cantero (Stonecutter) | 1 = 2 1 + 2 = 1 |
| Carpintero (Carpenter) | 1 = 2 1 + 2 = 1 |
| Mercado to sell (Market) | 1 + 2 = 1 1 + 1 = 1 1 + 1 = 2 |
| Mercado to buy (Market) | 1 + 1 = 2 (/) 1 + 1 = 1 1 + 2 = 1 |
| Corporaci3n (Corporation) | as Mercado selling at +1 or buying +1 / |
| Hacienda (Estate) | 1 = 2 + 1 1 + 1 = 1 |
| Hacienda (Estate) | 1 = 2 + 1 1 + 1 = 1 |
| Cuartel (Barracks) | 1 + 1 + 1 = 1 Fort + 1 + 1 + 1 = 1 |
| Iglesia (Church) | 1 + 1 = 1 Cathedral: 1 + 1 = 1 |

Cantero (Stonecutter): Gain 2 stone resources or convert 2 stone resources to 1 precious resource.

Carpintero (Carpenter): Gain 2 wood resources or convert 2 wood resources to 1 precious resource.

Mercado (Market): Sell or buy 2 wood/stone (any combination) resources for 1 silver coin, 1 precious resource for 1 silver coin, or 1 metal resource for 2 silver coins. Remember that with a single activation, you can only do 1 single sale or 1 single purchase.

NOTE: Sells require real resources. Any effect that produces a discount (or considers a resource like another one) does not apply to this action.

Corporaci3n (Corporation): Like the Mercado, but when selling, the player gains 1 additional bronze coin, and when buying, they receive 1 additional stone or wood resource.

Hacienda (Estate): Gain 2 wood resources from the board grids + 1 bonus wood resource from the game supply, or convert 1 wood resource to 1 precious resource.

Hacienda (Estate): Gain 2 stone resources from the board grids + 1 bonus stone resource from the game supply, or convert 1 stone resource to 1 precious resource.

Iglesia (Church): Convert 1 silver coin to 1 Faith token. If the Cathedral has been built, the conversion is 1 bronze coin to 1 Faith token.

Cuartel (Barracks): Convert a Veteran Militianos in a Soldier by paying 1 metal resource to the game supply. In addition to that, if the Fort has been built (see *Major Building* section), Cuartel can convert a Soldier in a Veteran Soldier by paying 1 metal resource to the game supply.

Place the Soldier miniature near the player board. Place a player **War marker** under it



A Veteran Soldier

(on normal or Veteran face) or, if you made an upgrade, flip the existent War marker to Veteran face. If the player has no more War markers available or there are no more Soldiers in the game supply, they cannot acquire them.

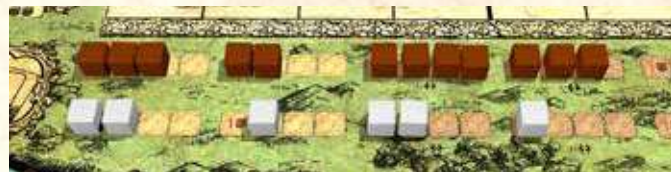
Lote (Lot), Plaza (Square), Monumento (Monument), Fuente (Fountain), Casas (Houses), and Palacios (Palaces): These buildings cannot be activated.

COIN STACKS AND RESOURCE GRIDS

When a player acquires resources (stone, wood, and precious resources) **they must take them from the resource grids on the board**, while sold/used resources must be put in the game supply.

A player can choose to take resources from one or more grids, as they prefer. If all resource grids are empty, no further resources are available during this decade from this source. The player who takes the **last resource** from a grid **immediately loses 1 VP**, as shown on the board.

RESOURCES & COINS: There are 4 types of resources. Stone and wood are used to build buildings, while precious resources are used to build specialized constructions and to hire Veteran Militianos. Metal resources are used to acquire/upgrade Soldiers and build Palaces: they can be obtained only by commerce with the Ship (see *Load the Ship* section) or with the Market/Corporation activation. There are 2 types of coins: silver and bronze: 1 Silver coin = 2 bronze coins.



For example, the Yellow player activates a Stonecutter building and has to take 2 stone resources from the board as it's on the image. They can take 1 resource from the first grid and the second one from the third grid. This way, none of the grids will be emptied. On the other hand, they could be interested in taking them from the second and fourth grid to empty both grids and maybe provoke a war with the Natives (see *End of the decade, Tension level, and War Section*).

The same concept is applied to coins: **Acquired coins must be taken from coin stacks on the board**, and used coins must be placed in the game supply. Players can choose to take coins from one or more stacks. If no coins are available in any of the coin stacks, no further coins can be acquired during that decade. The player who empties a coin stack **immediately loses 1 VP** as shown on the board.

- The player cannot choose to take fewer coins. They must take all coins available up to the amount due.
- When you need a bronze coin from a board stack of silver coins, take 1 silver coin and place it on the game supply. Then take 2 bronze coins from the game supply and add 1 to your reserve and 1 to the same coin stack. The player doesn't empty a stack taking the last silver coin and putting it a bronze coin as rest.

3. REMOVE A CASA OR PALACIO

By taking 1 worker from the workers' available spaces of the player board and placing it on the related action space, a player can remove a **Casa (House)** or **Palacio (Palace)** of the **own color**.

4. DEPLOY MILITIANOS

By taking 1 workers from available workers' spaces of his player board and placing them in the Create Militianos space, the player can take 1 Militiano miniature from the game supply and place it on his player board OR with a precious resource upgrade an existing Militiano to a Veteran.



A Veteran Militiano

In the first case, the player must place an own **War marker** under the miniature using the normal face. If the player finished his War makers or there are no more Militianos miniatures available in the game supply, they cannot acquire more of them.

In the second case, the player must pay 1 precious resource to the game supply and then flip the War marker under the miniature to the Veteran face.

5. LOAD THE SHIP

With this action the players can load resources on the Ship, sending them to Spain to receive **metal** resources or **coins**. Placing **2 Workers** in the Dock area of the board, a player can load up to 3 resources on the Dock. It's not possible to load more than 3 resources for each player.

NOTE: To Load the Ship, real resources are required. Any effect that produces a discount (or considers a resource like another one) does not apply to this action.

If the **Puerto (Harbor)** has been built (see the *Major Building* section), this action costs 1 Worker only.

At the end of the Decade, the players are paid: **1 metal resource** for every triplet loaded (1 stone, 1 wood, and 1 precious resource), or **1 silver and 1 bronze coin** for any 3 identical resources. Then the resources on the ship are moved to the game supply.

- Metal resources are taken from the game supply, while coins are taken from the main board coin stacks.



For example, the Green player loads a triplet, and the Red player 3 stone resources. At Decade end, the Green player receives 1 metal resource, while the Red player receives 1 silver and 1 bronze coin.

6. TAKE A CARD

By placing 2 workers on this action space, a player can draw 2 cards from the Affiliate deck and keep 0 or 1 card, acquire the first card



available in any discard pile or buy a card **own by another player**, which is of the same color as their character. In this case, the player must pay 1 bronze coin to the other player.

7. REACTIVATE CARDS

When players use cards, they must rotate them by 90 degrees. Rotated cards are not more available until reactivated (see *Character cards* and *Affiliate cards* sections).

With *Reactivate Cards* main action, the player can reactivate up to 2 own cards for each worker placed in this action space. The player chooses which cards to reactivate (character and/or affiliate cards). *For example, the blue player places here 2 Workers and reactivate 4 own cards.*

This effect applies **at the end of the decade** during *End of the decade, Card Reactivation* step.

8. PLAYERS ORDER

Players may use this action to change the following decade's player order.

The player who has placed one of his workers on his own player turn order marker goes first, moving the other players' tokens backward. If more than one player has placed workers on their disks, the player who placed the most workers will be the first. The other players will then follow in order of placement quantity up to the players who didn't put anything. In case of a tie of quantity, the rightmost in the actual player order will be first.

Check the *End of the decade* section to know when this action must be resolved.



For Example, the Yellow player places a worker over his turn maker. At the End of the decade, they become the first player, and the other players shift accordingly.

9. CITY COUNCIL

A player gains **3 or 7 points** (votes) on the Council track using 1 or 2 Workers in this action. Move the correspondent player's Council marker further on the Council track on the board. It is not possible to go over the maximum value of the track.



10. IMPROVE STATUS

By using some Worker in that action space on the board and paying some silver coins, a player can increase some own capacities (gain a Status level). There are 4 available categories: cards, VPs, workers, construction. Each category has 3 levels. Each level is a requirement for the following.

The first level costs 1 worker and 1 silver coin, the second level 2 workers and 2 silver coins, and the third one costs 4 workers and 4 silver coins. *For example, to reach the third level in the construction, a player must first gain the first level, then the second, and finally the third. On complex, that process will cost them 7 workers and 7 silver coins.*

When a player gains a new Status, they must take their own Status marker and place it on the selected category on the Status table on the board. When a player increases his Status, they must move their marker on the table accordingly. There are only 2 Status markers for each player to select up to 2 categories. Status markers are also used to mark Fountain and/or Monument building. If so, they aren't available for this action.

Status level description:

Construction status.

- Level I The player can consider a wood resource like a stone resource and viceversa 1 time per Decade.
- Level II The player can consider a wood or stone resource like a precious resource 1 time per Decade.
- Level III The player can consider any two resources (wood or stone) like a metal resource 1 time per Decade.

Worker status.

- Level I 1 time per decade, the player gains 1 City Council Worker, if available in the game, paying 1 bronze coin to the game supply. This worker can be used like other player workers (see *City Council Workers* section).
- Level II The Level I action is available spending 1 bronze coin OR 1 resource (wood/stone).
- Level III The Level I action is available for free, without spending any coin or resource.

VP status.

- Level I 1 time per decade, the player gains a bonus of 25% on the VPs from a single source (rounded down). This bonus applies to a single VPs assignation. *Some examples: the player increases the VPs gained at decade end to complete a Major building, but they can increase the VPs coming only from a single Worker; at the Scoring phase, the player can increase the VPs coming from a single House or a single Palace, the VPs coming from a card color series, or the VPs coming from being the richest player.*
- Level II The VP bonus increases to 50% bonus.
- Level III The VP bonus increases to 100% bonus.

Cards status.

- Level I 1 time per Decade, the player can draw 1 additional card when they have to draw cards from the deck (this doesn't influence the number of cards they can keep). The player can also ignore 1 Affiliate card in the salaries payment procedure.
- Level II 1 time per decade, the player can do the Reactivate cards action as a free action with no cost. The player can also ignore 1 Affiliate card in the salaries payment procedure (for a total of 2 free cards).
- Level III At the Scoring Phase, in addition to normal VPs from Card color series, the player gains 5 VPs per each card color that they owns. The player can also ignore 1 Affiliate card in the salaries payment procedure (for a total of 3 free cards).





The Yellow player gained the second level of VPs Status, while the Red player got the third level of Construction Status.

11. MAJOR BUILDING

There are 6 different Major buildings: Cabildo, Cathedral, Forte (Fort), Puerto (Harbor), Murallas (Walls), and Caminos (Roads). Each Major building has a grid of spaces depicted on the board.

Players can place workers on the space of the grid during their turn. They can place them in any space available and any order. When all of the spaces are filled, the building is completed.

NOTE: The darker spaces on grids are only used in 5, 4, or 3-player games as shown by the number near the  symbol.

The **first player to place a worker** in the space of an empty Major grid immediately **gains 2-6 VPs** as shown on the board, next to the  symbol near the building's name. The VP amount depends on the building's type: Cathedral gives 6 VPs, Fort 5 VPs, Cabildo 4 VPs, Harbor 3 VPs, Roads and Walls 2 VPs. This bonus is assigned regardless of when the building is built.

For example, the Yellow player places 3 workers on the Cathedral grid, which is empty. They immediately score 4 VPs. Then the Blue player places 1 worker there: in this case, no VPs are assigned as the grid is not empty.

When all the spaces on a Major Building grid are occupied by workers (of any color), the building is **completed**: The **player who placed the last worker immediately places the building's miniature(s)** on the City map, and, if required, chooses where to place it. This placement doesn't require the adjacency of a player building.



For example, the Yellow, Red, and Green players are constructing the Harbor. There are three spaces still empty. The Blue player places 3 workers and the building is now completed.

Then, at the end of the decade, for **each completed building**, each player takes back his workers from the building grid and places them in his supply, see the *End of the decade* section. Then they score the number of VPs shown on the spaces occupied by their workers.

NOTE: If the Major building grid is not completed, players cannot take back their workers unless they use *Recovery Workers* free action.

Major Building grids can be completed **only 1 time per game**, except for Roads and Walls, which can be completed several times.



Example: If the Blue player places the last Worker on the Cabildo grid filling the last space, they immediately place the Cabildo miniature around the Plaza Mayor, where they prefer. At the end of the decade, each player takes back his Workers from the Cabildo grid and scores the VPs shown on the space occupied by their workers. After this, the Cabildo grid will not be available for the rest of the game.

MAJOR BUILDING DESCRIPTION



Cabildo: The Cabildo must be placed in one of the spaces surrounding the Plaza Mayor; if the spaces are all occupied by other buildings, the player placing the Cabildo can remove one Minor Building of his choice, which goes back to the player's supply or the game supply. If that building is a player's House, the player who owns it receives 1 silver coin (or 2 coins if it is a Palace) from the game supply.

The Cabildo provides a bonus of **+5 VPs to the VP value** of the district during the Scoring phase, increases the VPs provided by **character cards**, see the *End of the decade* section.



Catedral (Cathedral): Like the Cabildo, the Cathedral has to be placed in the spaces surrounding the Plaza Mayor; if the spaces are all occupied by other buildings, the player placing the Cathedral removes one or two Minor Buildings of his choice, which goes back to the players who owned them or to the game supply. If a building removed is a player's House/Palace, that player receives 1 silver coin (or 2 coins for a Palace) from the game supply.

The Cathedral provides a bonus of **+5 VPs to the VP value** of the district during the scoring phase. It increases the **VPs provided by the Church** activation, If the Cathedral is placed on spaces belonging to two districts (the Cathedral miniature occupies 2 spaces of the map), the two districts divide the bonus to the VP value of the district, gaining +2 VPs bonus each.



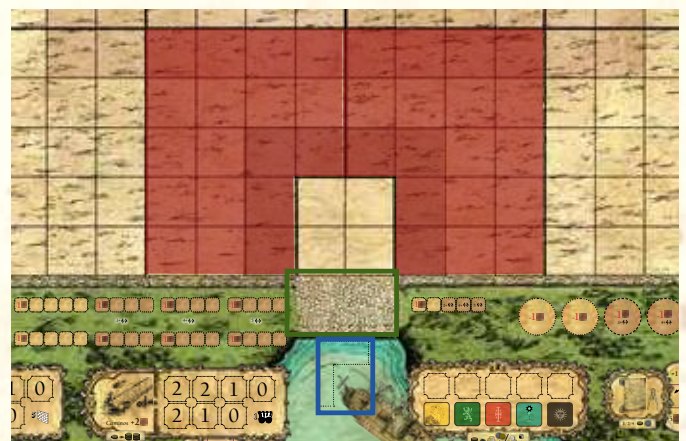
Cathedral and Cabildo miniature can be placed only in the spaces around the Plaza Mayor: the available spaces are highlighted in the red in the picture above.



Forte (Fort): The Fort allows players to recruit Veteran Soldiers and provides a bonus of **+5 VPs to all districts' VP value** during the Scoring phase. The Fort is placed below the Plaza Mayor (see image below).



Puerto (Harbor): It reduces the number of Worker required to Load the Ship action and provide a bonus of **+5 VP to all districts' VP value** during the Scoring phase. The Harbor miniature must be placed below the Fort's space on the dotted shape.



The two central districts are shown in red. The Fort must be

placed in the green box and the Harbor in the blue box.



Murallas (Walls): This grid can be completed multiple times, as long as wall miniatures are available on game supply.

Once a Wall grid is completed, up to 5 wall miniatures are freely placed on the **external** perimeter of the City. The City perimeter is made by the West-North-East map sides, ignoring the South map side (Sea side).



The external perimeter of the City (red line).

If the district's external side(s) are entirely protected by walls, the district is **closed by walls** and gains **+5 VPs** to **its VP value** during the Scoring phase. The Walls can also influence the War (see War section).

There are 8 districts on the map, but only the 6 districts along the city perimeters can be closed by walls; the two Central districts cannot gain the related VPs bonus.



For example, the districts on red are closed by walls.



Caminos (Roads): This grid can be completed multiple times, as long as District Road markers are available. The player who completed the Road grid chooses a District without Roads and places a District Road marker on

the corresponding space of the mini-map depicted under the Roads grid. This district is now considered **connected** by Roads.



The mini-map of Roads with a marker in the central left district.

A connected district gains **+5 VPs** to **its VP value** during the Scoring phase. In addition to this, inside a connected district, the **players can freely build and activate any building there**, no matter if they have an adjacent building.



For example, in the figure above, the district in blue is connected by Roads. This allows all players to build also in the A spaces and to activate any buildings also if not adjacent to them (like the Barracks for Red, Yellow, and Green players).

FREE ACTIONS


The players can do free actions until they complete their current turn's main action. It's also possible to do the same free action multiple times, if not restricted by the free action rule.

- **Use an Affiliate card.** See the *Affiliate cards* section. Some cards (⚡ cards) can also be played during the other player's turn. See the *Cards reference* for more info.
- **Burn an Affiliate card.** See *Affiliate Cards* section.
- **Use a Character card.** See the *Character card* section.
- **Trade** with other players. It's possible to trade coins and resources between players freely, linking the trade to a specific behavior. It is not possible to trade other game elements. *For example, the Yellow player wants to push other players to complete the Cathedral and offers 2 silver coins to the player, which will help to do it.*
- **(Extended War Expansion only)** If a War is in progress and the player has **Soldiers** and/or **Militianos** in the **Combat Area**, they can **move** and/or **fight** with them during his turn.
- Once during the game, a player can use his **Blood pact** token to seal an agreement between him and another player. If one of the two players use this token, the

agreement made is not breakable (players can also write the agreement to avoid any misunderstanding). Discard the Blood pact token after use it. Players' agreements are usually used during City Council voting discussion to gain the support of another player's votes or persuade other players to join a Major Building construction.

In the case that two opposite Blood pacts push a player to act oppositely, apply the pact sealed as first and ignore the second one. *For example, the Blue player makes a Blood pact with the Yellow player to always vote for him in the City Council. Then the Red player makes the same Pact as the Blue player. If a City Council voting procedure Blue and Red player declares two opposite votes, the Yellow player must vote with the Blue player.*

Note: there is no consequence of breaking a no-Blood pact (excluding player revenge...).

- A player can **remove his own Lot** from the map as a free action. So it's possible to remove a Lot and then immediately do the action to place it again.
 - A player can **recover his workers** during his turn from an **incomplete** Major Building grid paying the double of the amount of VPs depicted next to the  symbol near the building's name. These workers go back in the available workers spaces of the player board and can be used immediately.
- For Example, the Yellow player placed 3 workers in the Cathedral grid. After discussing with other players, they understand that other players will not help with that building, so they decide to remove them. He immediately loses 12 VPs and use these workers to build a Palace instead.*
- A player can use the **City Warehouse** Action (see below) as a free action.

CITY WAREHOUSE FREE ACTION

The player can take any number of resources available in the City Warehouse spaces of the board. For each resource taken, the player loses 2 VPs as a penalty. These resources must be used **within the player turn ends or removed**.



For Example, the Yellow player takes 2 wood resources from City Warehouse and takes a -4 VPs penalty. Then they build a Stonecutter and end their turn.

NOTE: A player's VPs can be negative! If that happens, place the player VP tile with the negative side under the VP player marker. In this way, the VPs track will symbolize negative VPs.

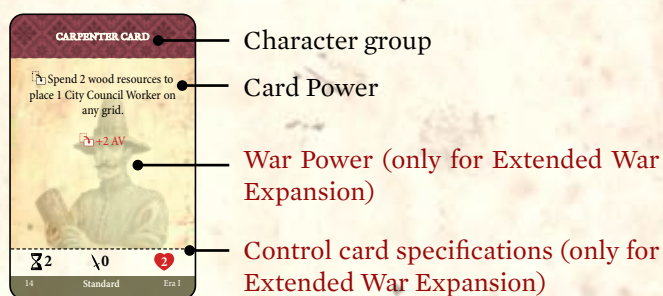
CHARACTER CARDS

Players can use their character card as free action rotating them by 90 degrees. In this way, a **player can claim a City Council Vote** (see *City Council Vote* section). Like other cards, a rotated character card cannot be activated again (until reactivated with the *Reactivate Cards* action).

In addition to that power, Character cards can provide VPs during each *Scoring phase*, no matter if they are rotated or not. A *Character Cards Reference* is available at the end of the Rulebook.

AFFILIATE CARDS


Each card shows the card's character group (by title and color), and the Card Power. **In addition to this, the card shows two specifications, which are used only with Extended War Expansion: War Power and Control card specifications.**



Each Affiliate card is part of a character group of a specific color. Each group contains 6 cards and 1 character card. If a player collects cards of the same color, they can score additional VPs during the *Scoring phase*.

The Card Power of the card, written in **black**, is used during the Action Phase. This power can influence several aspects of the game, from resource productions to building constructions.

USE AN AFFILIATE CARD

Affiliate cards can be used during the player's turn as free action: the player must rotate the card by 90 degrees and then immediately apply the card's power. Cards with the  symbol can also be played out of the player's turn.

- A rotated card is considered used and cannot be used again until reactivated with the *Reactivate Cards* action.
- Card powers cannot be postponed.

BURN AN AFFILIATE CARD

Affiliate cards can be burned by their owner as free action. It doesn't matter if they are rotated or not.

For each card burned, the player gives **+1 AV bonus** to a Militiano or Soldier (see *War* section). This bonus expires at the Decade end. **If the Extended War Expansion is applied to the game, by burning a card, a player can gain +1 bonus Movement for his miniature, or, in a fight action, a bonus of +5 AV or x2 AV (see Extended War Expansion section).**

- It's possible to burn 1 or more cards per turn, and it's also possible to burn rotated cards.
- It's not possible to rotate and then burn the same

card during the same turn, but it's possible to do it in the single Decade. *For example, the Blue player use a Carpenter card and then build a Lot. After the other player completed their action, a new round starts, and the Blue player burns the same Carpenter card paying 1 bronze coin to gain 1 City Council worker.*

- All burned cards must be placed in the player discard pile face up. The player chooses their order.

An *Affiliate Card Reference* is available at the end of the Rulebook.

CITY COUNCIL WORKERS

They represent common citizens who help the city grow. They aren't usually available to players, but some cards effect and card burning may allow players to use them.

- City Council workers are represented by white disks and are limited in number in the game supply.
- City Council workers are placed on the player board near the other available workers and can be used as the player wishes, like the other workers. If not used on a Major Building grid, they will come back to game supply at the decade end. If used on a Major Building grid, they will be removed at building completion, and then they will return to the game supply.
- Some cards restrict the use of City Council workers to some Major Building grid spaces. Refer to the card for further information.
- City Council workers do not provide VPs from the Major Building grid to the player (for being the first to place or for worker placement) as the regular workers do. These VPs are not assigned. If a City Council Worker completes a Major Building, the player first in the turn order will place it on the map.

CITY COUNCIL VOTE

When a player claims for a City Council Vote rotating his character card, they become the "*legislator*", and a voting procedure immediately starts. **Only a voting procedure per Decade is allowed:** flip the Decade marker to "X" face to remind that it already happened.

The legislator chooses 1 law between the law list. This law is discussed and approved (or rejected).

Players can freely discuss and trade between them to "convince" others to vote "yes" or "no" (see *Trade* on the *Free Actions* section). Then they must make a declaration of their intention to vote (of course, they can lie).

Players can also use their **Blood Pact** token to seal an agreement (see *Blood Pact* on the *Free Actions* section). In this case, the agreement cannot be broken.

How to vote: Each player takes the own set of Vote tokens and place any number of them secretly in his fist.

- Players can use 1 token "yes" or "no" plus any number of tokens of any value.

NOTE: game tokens are in Spanish: "si" (yes) and "no".

- It's possible to abstain from the vote with an empty fist.

All players together reveal their votes, sum the votes for the "yes" and for the "no" and check which side wins.

If there are 0 votes, the law is rejected. "no" wins.

If there is a majority of "yes" votes, the law is approved. "yes" wins.

If there is a majority of "no" votes, the law is rejected. "no" wins.

If there is a tie, count the current City Council value of each part as it's (before any reduction for votes done, see below): the side with the higher count will win the vote. If the vote is still tied, then the law is rejected and "no" wins.

Assign 4 VPs x Era to the part which wins the vote (no matter if "yes" or "no"). If there are 2 or more players, divide the VPs between them (rounding down). If the "yes" vote is unanimous, **assign all VPs to the legislator.**

- 1 or more abstentions break unanimity.

Then each player decreases their **own City Council value** of the value of tokens used. *For example, the City Council value of the Blue player is 10. They use 3 tokens (1, 2, 3 value): their City Council value decreases to 4.*

If a player goes to 0 or lower value, they immediately **lose 2 VPs + 2 VPs x their negative value**. Then, after VP penalization, the player City Council marker **goes back to value 1**. *For example, the Green Player must pay 7 Council points, and his City Council value is 5: it becomes -2, they lose 6 VPs, and then their City Council value becomes 1.*

For example, the Yellow player is the legislator, and they ask for the construction of the Cabildo because the Red player pays them 1 silver coin to do so. Players discuss this, and all players declare a "yes" vote.

The vote is done secretly and then revealed: Yellow player voted "no" with 1 token of 2 votes value, Blue player voted "no" with 1 token of 1 vote value, Red player voted "yes" using 2 tokens for a total of 4 votes (they used a "3 votes" and a "1 vote" tokens), and Green player voted "yes" with 1 token of 1 vote. The result is 5 "yes" and 3 "no". The request is approved! Then each player decreases his City Council value: the Red player was with a City Council score of 1, but they used 4 votes, so they have to decrease their score of 4 points and goes to -3: they lose 8 VPs! Then Red Council City marker is put to value 1 again. Green and Red player won the vote and gains 4 VPs each, as the vote has been done in the second Era.

For example, the Red player abstains, the Green player votes "no" with 1 token of 3 value, the Yellow player votes "yes" with 1 token of 2 value, and the Blue player votes "yes" with 1 token of 1 value. The result is a tie, but the current City Council score is 12 for the Green and 13 summing up the Yellow (7) and Blue (6): the Yellow and Blue win, and the law is approved!

The legislator can choose between these laws:

Major Building Act (Fort, Cathedral, Cabildo, Harbor, Walls and Roads). The legislator asks to speed up the construction of a selected Major building. If approved, the legislator places up to 3 City Council workers in the selected building grid. If there are not enough City Council Workers in the game supply, place only the disks available. These workers do not provide VPs, but the legislator chooses which grid spaces to use. If, with this action, the building

is complete, the legislator places the miniature on the map. If the current decade is the **last of the game**, instead of placing these City Council workers and independently from the Workers already placed there, the building is immediately completed and placed by the legislator.

The legislator will not gain any VP from building partial or complete construction due to the law approbation, but any player (legislator included) that has some workers in the building grid of the completed building scores VPs as usual.

Peace Act. As a requirement, the legislator must pay 1 silver coin before the vote. If approved, a new peace marker is put on the current or next decade on the Decade track (or on the first available space if there is already a peace marker). Please remember that in the last game Decade peace marker is no effective to avoid the War.

War Proclaim. If approved, and there is a peace marker in the current or next decade, the legislator removes it. If approved and there is no peace marker in current or next decade, the legislator increases the Tension level with Natives by 3 steps.

Spain support Act. If approved, a black cube marker (a metal resource) is put on the current or next decade on the Decade track. When a cube is in the current decade, players who loaded resources on the Ship will receive 1 additional metal resource (for a triplet) or 1 extra silver coin (for three identical resources).

The available laws are resumed on the player screen.

BANNERS

After completed a specific action, players can claim for the related banner and place it on their player board.

There are 6 banners in different colors:



Black (require 2 actions). When a player does the Load the Ship action with a triplet and gain 1 metal resource, they gain the black banner: place it face-down on the player board. When the player repeats the same action, flip the banner.



Green. When a player reaches the City Council track's maximum level, they gain the green banner: place it face-up on the player board.



Purple. When a player owns 9 Affiliate cards, they gain the purple banner: place it face-up on the player board.



Blue (require 2 events). When a player wins a City Council vote, they gain the blue banner: place it face-down on the player board. When the player wins a vote again, flip the banner face-up.



Red (require 2 actions). When a player wins a War, they gain the red banner: place it face-down on the player board. When the player repeats the same action, flip the banner.



Ocher (require 2 actions). When a player joins a Major Building construction and then the building is built, they gain the ocher banner: place it face-down on the player board. When the player joins another Major Building construction, flip the banner face-up.

Banners **provide VPs** at the Scoring phase (see *Scoring phase* section) and **discount Affiliate cards' salary cost**. For each face-up banner gained, the player can ignore 1 Affiliate card in the salaries payment procedure. *For example, the Blue player owns 5 Affiliate cards and gained 2 banners: they can ignore 2 cards for salaries and pay 1 bronze coin to cover the 3 remaining cards.*



The banners spaces are on the player board.

C. END OF THE DECADE

At the end of the decade, the following steps take place:

1. Cards Reactivation
2. Ship Sails for Spain
3. Tension level and War
4. Refill
5. Player Order
6. Recover Workers
7. Scoring (only at the End of the Era)

1. CARDS REACTIVATION

The players who used the Reactivate Cards action now reactivate up to 2 of their cards (Character and/or Affiliates cards) for each worker used on the action: put the selected cards straight on the table. The player can use these cards again.

2. SHIP SAILS FOR SPAIN

Players are paid for the resources placed on the Dock with the Load the Ship action: 1 metal resource for a triplet (1 stone, 1 wood, and 1 precious resources) OR 1 silver and 1 bronze coin for 3 identical resources. Then the resources on the Dock area are moved to the game supply.

REMINDER: Metal resources paid to the players for Load the Ship action are **taken from the game supply**.

3. TENSION LEVEL & WAR

Do the following steps:

- A. Check the **stone and wood resource grids** available in your game. For each **empty** grid, increase the tension level with the **Natives** by 1 step. Move the corresponding marker on the track.

NOTE: a grid is empty when it is without resources.

- B. Check the **precious resource grid** and **coin stacks**. For each of the **empty** grid/stacks, increase the tension level with the **Pirates** by 1 step. Move the corresponding marker on the track.

NOTE: a coin stack is empty when it is without coins.

- C. Discard the first card from the card deck and **check the symbol** on the back of the new card, which is now on top of the deck. If there is 1 (or 2) symbol(s) in the red box of the top-right corner, increase the corresponding tension level by 1 (or 2) step(s):



Increase the Native tension level



Increase the Pirate tension level

If a tension marker reaches the final space of a track and must advance further, put another black disk over the current marker, place it on the track's first space and advance from there.

NOTE: If 2 disks already make the marker, it cannot

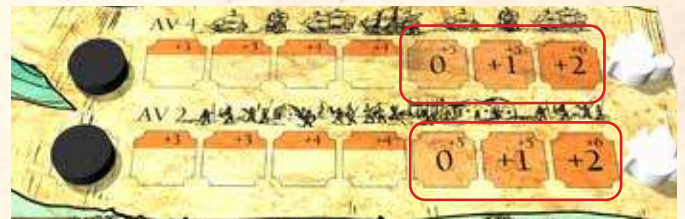
advance more.

- D. If the current decade is not the last game decade and has a **peace marker**, stop reading here and go to point 3, "Refill".

IMPORTANT: Ignore any peace marker in the last game decade because a war can always happen in this decade.

If the tension level marker reaches the "red zone" or if the marker is made by two disks, a **War takes place**, see the War section.

Then remove the Tension maker and place a single disk Tension marker **on the starting position** (with the "X" symbol).



Red boxes: the "red zone" of the Tension level tracks.

If both Tension markers are in the "red zone", the War will be against the faction whose marker is made by two disks. If both markers are made by the same number of disk (1 or 2), the War will be against the one whose marker is furthest to the right. If they are still in a tie, the war happens against the Pirates. Then remove both markers, and place a single disk Tension marker on both starting positions of the Tension track.

Place a **peace marker** on the Decade track on the following decade. This means that a new war will be possible only two decades later (excluding the last game decade, when the war is always possible).




TENSION MODIFIER: This value influences the War difficulty (see War section). If there is only a single disk marker, the tension level is shown as a big number (blue circle), 0, +1 or +2. If there are a couple of disks, the tension level is shown as a little number depicted slightly in the upper-right corner (red circle, up to +6).

4. REFILL

Refill the **empty resource grids** with resources (4 resources per grid for stone and wood grids; 1 resource per player for the precious resource grid) and **empty coins stacks** with 3 silver coins per stack.

NOTE: Refill only the empty grids! Every grid/stack with 1 or more resources/coin (bronze or silver) must remain as it is.

- Refill the **City Warehouse** to have 2 wood and 2 stone resources.

- Remove any marker (peace, coin, cube, etc.) from the current decade of the Decade track and place them on game supply.
- Place the Decade marker on the  side (Council vote is active).

5. PLAYER ORDER

If no player placed a worker on the player order grid, the **player order remains the same**.

The player who has placed one of his workers on his own player turn order marker goes first, moving the other players' tokens backward. If more than one player has placed workers on their disks, the player who placed the most workers will be the first, then the others who placed workers, then the others who didn't. In case of a tie between 1 or more players, the rightmost in the old player order will be first.

6. RECOVER WORKERS

Each player takes back their workers from the action spaces and places them on their player board. City Council Workers go back to the game supply. **IMPORTANT:** Players and City Council Workers on an incomplete Major Building grid cannot be recovered.

If a **Major Building grid has been completed**, each player recovers their workers and scores the VPs shown on the spaces hold by their workers in that grid. If any, City Council workers in that grid come back on game supply and are available again.

7. SCORING

(ONLY AT THE END OF THE ERA)

If the fourth, eighth, or last decade has just ended, do a Scoring phase. Then **shuffle all discard piles** with the Affiliate deck and create a new Affiliate deck.

If the last turn has been played, after the last Scoring phase, the game ends. See *Scoring Phase* section.

WAR

Natives or Pirates can attack the City during the game. Natives are trying to defend their territories and drive away from the Spanish invaders, while Pirates want to sack the City and grab its riches.

The War is activated when the Native or Pirate tension level goes in the red zone (see *End of the decade, Tension Level and War* section) and take place immediately.

WAR PROCEDURE

First, determine how many attacks each player will have to contrast. The base **War Attacks** (WA) number is equal to 2 for Native and 4 for Pirates. Then apply to this value the **War Tension modifier** depicted on the board to have the final WA value. *For example, if the War Tension modifier marker is on +2 space, the WA value in a War with Natives will be 4.*

If there is any district closed by **Walls**, do this procedure: First, discard the top card from the Affiliate deck. Afterward, draw one card for each district closed by Walls. Check the back of all drawn cards: if the symbol in the red corner matches the current attacker (Natives or Pirates), reduce the WA by 1. Discard the cards used in the game discard pile. *For example, if two Districts on the map are closed by Walls, check the two cards' back.*



Finally, if WA value is positive, a battle happens. In **inverse turn order**, each player individually fights using their Soldiers and/or Militianos.

Each player miniature can face a defined number of Attacks (Attacks Value, AV) and can take only a limited number of wounds (WO):

| | AV | WO |
|-------------------|----|----|
| Militiano | 1 | 1 |
| Militiano Veteran | 2 | 2 |
| Soldier | 3 | 2 |
| Soldier Veteran | 4 | 3 |

Players can add an **+1 AV bonus** to a Militiano or Soldier for each card burned at this point. This bonus expires after the current War.

Each player subtracts from the WA value **the sum of the VA values of their Militianos and Soldiers**.

If the result is 0 or negative, the **player wins the War** and moves his marker on the War Penalty track by 1 step on the left (to gain points).

If the result is positive, the **player loses the War** and moves their marker on the War Penalty track on the board to the right of many spaces equal to the result (to lose points). If the player reaches the end of the track, they will move their City Council marker instead (move it to lose City Council points).

- It is not mandatory to use miniatures for defense: each player can freely choose how many miniatures to use or none at all.

Then assign a **wound token** to each miniature that has fought (place the token near the miniature). If the number of wound tokens is now equal to the WO value, remove the miniature, which goes back to the game supply. Keeps wounds tokens on the miniature during the game (they also remain if the miniature is upgraded; only the effect of some card can remove wounds).

For example, WA is 3. The Yellow player uses two Militianos (AV 1 x2 = 2). They reduce the WA to 1 (3-2=1) and moves their marker on the War penalties track by 1 step on the right. Then they remove both Militianos, as they can take only 1 wound.

The Green player uses a Soldier (AV 3): they reduce the WA to 0 (3-3=0) and win the War. Then they apply 1 wound token to their Soldier, as it can take 2 wounds, it survives.

SCORING PHASE

If the fourth, eighth, or last decade has just ended, a Scoring phase occurs. Complete these steps:

1. The *VPs Assignment* procedure takes place.
2. If the last game Decade has been played, the *End of the Game VPs variations* are assigned, and then the game ends.

VPs ASSIGNATION

Scoring Phase proceeds to assign VPs to players as follows:

Money: The richest player gains 8 VPs x Era: in the first era 8 VPs, in the second era 16 VPs, in the third Era 24 VPs. If there is a tie, players split the VPs (round down). The richest player is the player with the most coin value.

Military: The player who controls the highest AV value between Militianos and Soldiers gains 8 VPs x Era: in the first era 8 VPs, in the second era 16 VPs, in the third era 24 VPs. If there is a tie, players split the VPs (round down).

Banners: The players gains 12 VPs x Era owning 6 face-up banners, 7 VPs x Era with 5 face-up banners, or 3 VPs with 4 face-up banner.

Characters: Character cards give VPs. It does not matter if the card is active or rotated. See card description.

Cards series: Each player gains some VPs x Era based on how many cards of the same color they own, including the character card. It does not matter if the cards are active or rotated. Each player can consider any 3 odd cards of different colors as 1 card of any color. Please note that only odd cards can be used in this way, while if they are part of a series, they score VPs normally. If the Cabildo has been built, the number of VPs scored is increased.

| | cards of the same color | | | | |
|------------------|-------------------------|---|---|----|----|
| | 3 | 4 | 5 | 6 | 7 |
| VPs | 1 | 2 | 4 | 7 | 11 |
| VPs with Cabildo | 2 | 4 | 7 | 11 | 15 |

For example, the Cabildo has been built, and we are in the Second Era. The Red player owns 5 red cards (1 character+4 red cards), 3 blue cards, 1 yellow, 1 black card. They consider yellow+black cards as another red card. So they gain 28 VPs (6 red cards = 11 VPs x Era = 22 VPs; 3 blue cards = 2 VP per Era = 4 VPs).

City: The districts where Houses and Palaces have been built are checked. Each House/Palace provides VPs, which depend on the district where the building is located.

The **VP value of a district** is determined from the VP value of the buildings inside the district:

| VP | Building |
|----|--|
| -1 | For each Production building (market, carpenter, and stonecutter) excluding the first one (no matter the type of this building). |
| +2 | For each Fountain |
| +2 | For each Monument |
| +2 | For each Church |

| | |
|----|--|
| +2 | For each Corporation |
| +2 | For each Hacienda |
| +2 | For each Barracks |
| +5 | If the District is connected by Roads |
| +5 | If the District is closed by Walls |
| +5 | If the Fort has been built (all districts) |
| +5 | If the Harbor has been built (all districts) |
| +5 | For the Cabildo |
| +5 | For the Cathedral |

Finally, each player can spend 1 or more **Faith tokens** to increase the value of a selected district of +2/token spent. Place the spent tokens in the game supply.

Each **Palace** scores to their owner the VP district value + 10 VPs bonus.


Each **House** scores the VP district value to their owner, but only up to the player House district maximum value. This maximum House value for a player is equal to the number of buildings of the color of this player in the select district (Houses, Palaces, and eventually marked Fountain and/or Monuments). Each player can spend 1 or more Faith tokens to increase their maximum House value of +1/token spent. Place the spent tokens in the game supply.

For example, a district with a Cathedral (+5), Barracks (+2), a Church (+2), Monument (+2), Stonecutter (0, first production building), and Market (-1, second Production building) ha a value of 10 VPs. The Yellow player spends 3 Faith tokens to increase the district value to 16 VPs. The Yellow player owns 3 Houses, 1 Palace, and 1 Monument in this district (the Monument is marked by the yellow token). This means that the Yellow Houses' maximum value in this district is 5 (5 yellow buildings). So the Yellow player scores 5 VPs x 3 Houses = 15 VPs + 26 VPs for the Palace = 41 VPs.

NOTE: City VPs can be negative! If a player VP goes under 0 VPs, place the player VP tile with the negative side under the VP player marker.

END OF THE GAME VPs VARIATIONS

Once the Scoring procedure of the last game decade has been completed, there are two final assignments: **City Council VPs** and **War penalties**.

City Council VPs. Players receive VPs, as shown by the  symbol on the City Council track value. For example, with a City Council value of 6, a player gains 7 VPs, while with 14 or more, they gain 21 VPs.



The Red player gains 10 VPs, while the Green player 5 VPs.

War VPs penalties. Players lose a number of VPs equal to their War Penalty value shown on the board's War Penalty track.

Then the game ends.

The **winner is the player with the most VPs**. In case of a tie, the richest player wins. In case of a further tie, both players win.

2-PLAYERS GAME & SOLO MODE

Use Solo game rules to **play alone** or to add another player **in the 2-players game**. Alternatively, a variant is available for 2 human-players only (see the next page).

RESTRICTION IN SOLO GAME: City Council Vote procedure is not available in the Solo game, but Council VPs final bonuses are normally scored. In a 3-players game (2 human players + A.I.), Council Vote is normally active, and A.I. always abstains.

ADDITIONAL SETUP: Take the Solo cards, shuffle them, take the first two, and, without see them, place them face-up under the deck. Place this deck near the board. Assign to the A.I. player a random character between Architect, Governor, Merchant, Carpenter, and Stonecutter.

Place an A.I. **Lot** in a random space of the Starting Line using the **randomizer procedure**. Then choose the **A.I. strength** determining the A.I. available worker disks: 4 workers (weak), 5 workers (medium), 6 workers (strong), 7 workers (divinity).

Randomizer procedure: Draw a random card and check the card number in the left-bottom corner. A.I. uses the top row of the starting line with an odd card number (or the bottom row with an even card number). Then sum the units and ten numbers of the card number; count from left to the right that number to find the space of the starting line to use; if you reach the line end, start again. When that procedure happens during the game, ignore the space already occupied.



For example, the player draws the card number 41. It's odd, so the A.I. uses the top row. Then the player sums $4+1=5$ and counts 5 spaces from left to the right. The A.I. position results there:



SPECIAL RULES:

- A.I. player has always his workers' number available at the Decade begin, independently from the workers used in Major buildings in previous decades. If you need more markers, use the discs of another color.
- A.I. player doesn't pay resources for its action, but it keeps them in its supply when it takes them.

- A.I. chooses the card, which allows having the bigger color series. In case of a tie, it takes the lowest card number. A.I. places the discarded cards in number order (lowest visible).
- A.I. doesn't pay salaries.
- A.I. always try to skip VP penalties when possible.
- When A.I. must place a Major building, use the district to score more points with Houses and/or Palaces.
- A.I. don't take Banners.
- If A.I. Improve its Worker status and need workers to complete an action, it uses a City Council worker paying the bronze coin, if required (remember that A.I. never pays resources).
- If the A.I. character is a Carpenter, Stonecutter, or Merchant, the A.I. will take the resources related to his character when required. *For example, if the A.I. is a Carpenter, it will always take wood resources (no matter if odd or even decades). If it's a Merchant, it will always try to convert 2 resources to 1 precious resource, if possible.*

When A.I. has to place a Minor building, Lot, House, or a Palace, follow these rules:

- If it's a building upgrade, replace the previous building.
- If not a building upgrade and there are not other A.I. buildings on the map, place the new building in an empty district: use the randomizer procedure to choose which space to use.
- If not a building upgrade, and there is already 1 or more A.I. buildings on the map, place the new building in the same district. First, determine if the district is a South or a North district.

South district: Choose the southmost A.I. building in the district, then, if there are no spaces available, the leftmost building (in the odd decades) or the rightmost building (in the even decades). Then use the adjacent space on the South. If that space is not available, check the next space clockwise up to select an empty space.

If none is available, check the next building in the same row, and, if none is available in the select row, check the next northern row. If no spaces are available in the selected district, place the building in space in an empty district using the randomizer procedure.

North district: Choose the northmost A.I. building in the district, then, if there are no spaces available, the leftmost building (in the odd decades) or the rightmost building (in the even decades). Then use the adjacent space on the North. If that space is not available, check the next space clockwise up to select an empty space.

If none is available, check the next building in the same row, and, if none is available in the select row, check the next southern row. If no spaces are available in the selected district, place the building in space in an empty district using the randomizer procedure.

If there is a tie in A.I.'s decision, the (human) player first in turn order chooses what to do.

GAME FLOW: The A.I. uses the Solo cards to determine his actions. At the A.I. turn, draw an A.I. card and apply it. If that is not possible, draw another card and place it over the unusable one. Put a resource cube on the card for each worker used in the action as a reminder.

When the A.I. used his number of available workers, it passes. Place his used cards face up on the bottom of the A.I. deck.

Continue in the same way in the next Decades. When the deck depletes (a face-up card is visible), create a new deck: Shuffle all A.I. cards, take the first 2 cards, and, without seeing them, place them face-up under the deck.

VARIANTS

2-PLAYER GAME WITHOUT A.I.

If you want to play in 2-players without using A.I. player as third player, you must use this Setup: 1 miniature for Stonecutter, Carpenter, Market, Barracks, Church, Corporation-Hacienda, Monument, and Fountain; 2 miniatures for the Squares, 3 miniatures for the Palaces, 13 miniatures for the Walls. Use 3 district road markers.

There are not other particular game conditions.

EVENTS

A mini-Expansion released for the participants of the crowdfunding campaign is about Events. They increase game variability and difficulty.

SETUP: After completed the game Setup, shuffle the Affiliate deck and take 20 cards to create an Affiliate minor deck. Take the other cards and make an Affiliate major deck. Then shuffle the Events deck. Draw 6 cards for a 2-3 player game (or 5 cards for a 4-5 players game). Without seeing them, shuffle these Event cards into the Affiliate major deck. Then place the minor Affiliate deck over the major deck.

Event cards can be drawn when a player takes cards from the deck for any reason (**excluding the drawing for the Extended War Expansion combats: in this case discard the Event**). The player who was drawing an Event draws a substitute card. When an Event is drawn, there are two alternative options:

A) If there is no Event card already placed face-up near the board, check the card and verify if it produces any effect. If so, place it visible near the board and apply its effect. If it does not produce any effect, discard it.

B) If there is already an Event card placed face-up near the board, discard the Event card without applying its effect.

When the Affiliate deck with the Event cards depletes, reshuffle it normally to create a new deck.

Discard the Event card placed near the board when the Era ends: a maximum of a single Event per Era can take place.

A.I. player (Solo mode and Solo 3-players game) doesn't act to reduce Event effect spending workers, coins or other elements.

EXTENDED WAR

If these rules are applied, use them instead of normal War rules.

GAME DURATION: War Expansion extends the game duration and complexity. We strongly suggest to do not use that expansion in your first plays.

SETUP: Add to the game supply all Natives (Warriors and Indios) and Pirates **miniatures** (Captains and Freebooters). Then place the **Combat Area**, the **Pillage tokens**, and the **Opponent War tokens** near the game board.

When a War is activated at the *End of the decade Phase*, a battle happens in the Combat Area in the following decade. In this decade, players play normally and do all usual actions, plus **two additional actions (Fight!/Move)**, which allow them to move and fight with their units.

Independently from the result of single fights, the War **lasts only 1 decade**.

WAR IN THE LAST TURN: If the game Tension level activates a War in the last game decade, the War occurs immediately during the *End of the decade Phase*. In that special case, do six war rounds. Assign VPs and/or penalties as usual.

COMBAT AREA SETUP

1. Determine the Attackers number.
2. Attackers placement.

1. DETERMINE THE ATTACKERS NUMBER

Check the table below to determine how many miniatures will attack the city. This value is determined by the players' number, the current game Era, and the Tension level bonus. Please check the War table on the next page.

Tension level bonus (+1, +2, +3, etc.) is shown on the board and modifies the row that player must use in the table, moving it to the upper row for each point of tension level: so move 1 row up for a +1, or 2 rows up for a +2. If the most top row is reached, tension level points modify the column, moving to the right column.



For example, in a 4-player game in the second era, the Pirates' Tension level marker reaches the red zone on +2 space. This means that the reference table must be checked for the first "skull" row instead of the third row (4-player game).

The War table shows how many Elite and Standard opponents miniatures will fight against players.

ERA

| | I | II | III |
|---|---------------------|---------------------|---------------------|
|  | 2 Elite, 5 Standard | 4 Elite, 5 Standard | 4 Elite, 6 Standard |
| 5 Players | 2 Elite, 4 Standard | 3 Elite, 5 Standard | 4 Elite, 5 Standard |
| 4 Players | 1 Elite, 3 Standard | 2 Elite, 4 Standard | 3 Elite, 5 Standard |
| 3 Players | 3 Standard | 1 Elite, 3 Standard | 2 Elite, 4 Standard |
| 2 Players | 2 Standard | 3 Standard | 1 Elite, 3 Standard |

War Table.

For example, if War happens in a 5 player game in the Second Era, 3 Elite and 5 Standard miniatures will make the attacker force.

Natives use Warriors (Elite unit) and Indios (Standard unit) miniatures, while Pirates use Captains (Elite unit) and Freebooters (Standard unit) miniatures.

2. ATTACKERS PLACEMENT

Use the Combat Area's left placement point in a war with Natives (Ⓐ) and the right placement point in a war with Pirates (Ⓟ).

Draw many cards from the deck equal to the number of the Attackers and of the right type (Era I, II, or III). If the drawn card is not of the current Era, discard it and draw a new one. If the deck depletes during this operation, take the discarded cards in the game discard pile, shuffle them and make a new deck.

NOTE: If the infrequent case that no more cards of the selected Era are available in the deck, select cards also from the "adjacent" Era: for example, if you are selecting the third Era cards, select cards of the second Era too; if you are selecting the second Era cards, use any cards.

Place the selected cards on the table. Flip many cards on the backside equal to the number of Elite attackers and randomly form a line. Take the War Opponent tiles and place them over the cards starting from tile number 1 and continuing with 2, 3, and so on. In this way, each card will be numbered. The cards under the tiles are named "Control cards."

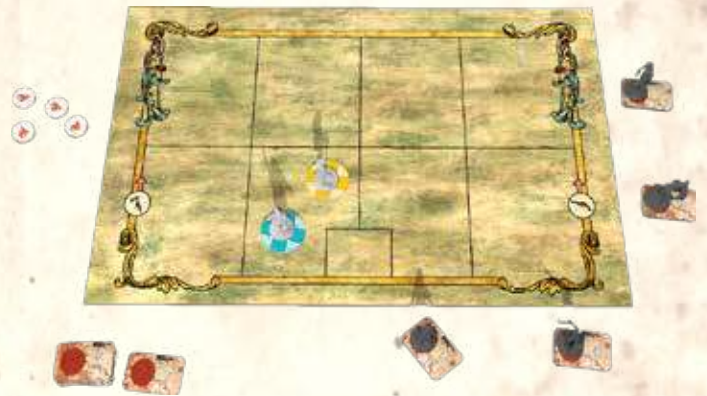


Example. Four opponent Control Cards were placed under the War Opponent tiles 1-4. The n.1 and n.3 represent two Standard opponents (card front), while the n.2 and the n.4 two Elite opponents (card back).

Starting for the first placement point (Ⓐ or Ⓟ), place the miniature corresponding to card number 1 (Elite or Standard miniature) over the opponent **War marker** tile number 1. Natives use Warriors (Elite unit) and Indios (Standard unit) miniatures, while Pirates use Captains (Elite unit) and Freebooters (Standard unit) miniatures. Place the first miniature with the War marker on the space right out of the City perimeter. Continue with the adjacent space with miniature number 2, then with the number 3, and so on. When you completed the round around the city if there are still miniatures to place start again from the

starting point placing there a second miniature.

NOTE: miniatures can be placed everywhere around the city, excluding the sea side (South side).



Example. The four opponents of the previous example, placed around the City, ready to attack!

After this procedure, you will have all attacker's miniature around the city, each miniature over a tile, which corresponds to a specific Control card. This card resumes the miniature stats.

3. DEFENDERS PLACEMENT

Each player must place his Militianos and Soldiers in the Combat Area. The Militianos can be placed in any district where the player owns a building, while the soldiers must be placed in a district where there is a Barracks or in any district if the Fort has been built.

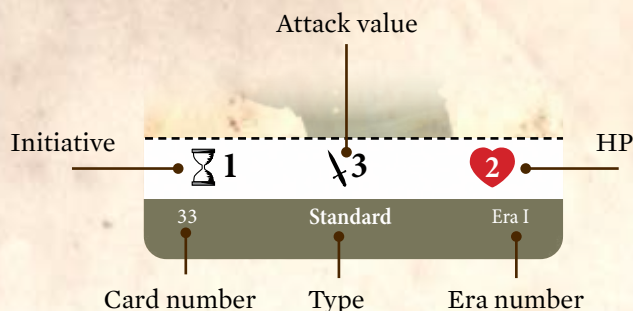
This rule is also valid for the new Militianos or Soldiers created during the War.

MINIATURE AV, HP & INITIATIVE

Miniatures have three characteristics: Attack value λ (AV), Hit-Point score \heartsuit (HP), and Initiative number Σ . Attack value represents the strength of the Attack. Hit Point score represents the miniature's ability, when defeated, to take a wound instead to be removed. The Initiative number shows when the miniature will act in the current decade round.

For players miniatures, HP and AV (they are equal) are 2/4 for Workers (normal/veteran) and 5/10 for Soldiers (normal/veteran). The Initiative is equal to the position in the player's turn order, so the first player miniatures have Initiative 1.

For attackers, all the info are shown in the Control card:



WAR FLOW

War takes place during the decade, which follows the War declaration. Players can do all the normal actions **plus the two additional free actions** (Move and/or Fight).

The War rounds follow the Decade Rounds. In each decade, the miniatures act following their Initiative number, first players, then attackers. *For example, when the decade starts, the first player in player order (the Yellow) plays: they move as free action their Soldier from the Central District to the left, and then, as a normal action, use two Workers to build a Lot. Then the attacker miniatures with Initiative 1 act: a Pirate Captain moves into the City in an empty district. The second player, the Blue player, plays and use two Workers to deploy a Veteran Militiano on the Combat Area. Then attacker miniatures with Initiative 2 act: two Freebooters move inside the City, and one of them fights with the Blue Militiano.*

When all players completed their first action in the Decade, another round takes place. When all players passed and the Decade ends, the War finally ends.

ATTACKERS WAR ACTIONS

Attackers can Move and/or Fight. To establish the attacker's miniature behavior, check the district where the miniature is. Do that procedure multiple times until the "miniature turn ends" condition is reached.

- If in the district there is 1 or more player miniature, the miniature does a **fight**. Then the miniature turn ends.
- If the district is without player miniatures, but with buildings, and they are still not pillaged, the miniature **pillages**. Place a pillaged token there, showing the face with one flame 🔥. Then the miniature turn ends.
- If the district is without player miniatures, with buildings and a pillage token 🔥, the miniature **pillages again**. Flip the pillaged token to the face with two flames 🔥. Then the miniature turn ends.
- If the district is without player miniatures, with buildings and a pillage token 🔥, the miniature **moves**.
- If the district is empty (no miniatures, no buildings), the miniature **moves**.

Movement is done orthogonally in the direction of the nearest district with buildings. Suppose there is 1 or more district with buildings at the same distance, miniature moves in the direction of the one where are fewer player miniatures HP (sum of all HPs there). In case of a further tie, the player first in turn order decides where the attacker moves.

The **pillage and fight** actions end the miniature turn.

PLAYERS WAR ACTIONS

Players can do all the normal game actions plus two new free actions.

Move. This action allows the player to move his miniature in the Combat area by a district to an adjacent district. A single miniature can move by 1 movement (↕) per turn.

Fight! Fight action allows the player to attack with his miniature, another miniature in the same district. The Fight action ends miniature turn (is not possible Fight and then Move).

- A fight is always between two miniatures which are in the same district: 1 vs 1.
- A player can use all miniatures each turn, use only some of them, anyone, or also Move only or Fight only.
- If a player ends his decade (he passes) and there are still some active players, they must immediately remove their miniatures (Militianos and Soldiers) from Combat Area and put them near his player board.

FIGHT! ACTION DESCRIPTION

Follow these steps:

1. If a **player** is acting, they must show their own miniature and declare which opponent miniatures in the same district they want to attack.
If an **attacker** is acting, they always attack the player miniature in the same district with less HPs. In case of a tie between 2 or more miniatures, the player first in turn order decides which miniature attacks.

Players. They can use (and/or burn) 1 or more **cards**. The player can use cards to apply their war power (the text in red). If so, the card must be rotated by 90 degrees. Players can burn 1 or more cards to **gain +5 AV, or x2 AV in a single fight, or 1 additional free movement** ↕ when they move a miniature.

2. **Attackers.** Draw a card from the deck and show it. If the opponent is a **Pirate** draw **1 additional card** from the Affiliate deck and show it. Pirates combine the effect of both cards (text in red).
3. Apply the **effects of cards**. The effect of the card is shown in red text. Ignore the card black text, which is applied out of the Fight action only. Effects are cumulative. *For example, the Blue player plays 2 cards (+1 and +3 AV) on their Militiano and burns another card to gain an x2; the final effect is 2 miniature base value +1+3 = 6 x 2 = 12 AV.*
 - If in a Fight, two special effects of cards are in opposition, check the lower card number to see which acts first.
4. **Resolve the Fight.** Final AV score is made by:

The base AV +
Walls bonus (for players, if any) +
Friends bonus (if any) +
the cards' bonus

- If the Fight happens in the attacker's turn and his

miniature just crossed a Wall, there is a Wall bonus for players of +3 to AV. This bonus increases to +6 if the Fort has been built.

- If in the same district are some friendly miniatures, the player (or the opponent) gains a **friend bonus** of +2 to AV for each friendly miniature (max +6).

The faction with the highest final AV is the **winner of the fight**.

The difference between the two AV values represents the number of damage points to apply to the loser. If that number is equal or higher than the loser HP, the **loser must immediately remove his miniature**. If the difference is lower than the HP loser value, a **wound token** is placed near the miniature. If this is the second wound token, remove the miniature immediately.

In the case of a tie between the two AV values, nothing happens.

- Sword symbol deals 1 wound to the opponent.
- The shield symbol removes 1 wound from the miniature. If the miniature must take 1 wound, avoid it; if the miniature must be removed, keep it, and apply 1 wound.
- The removed player miniature comes back to the game supply and becomes available again. The removed attacker miniature comes back to the game supply.
- If a player defeats an opponent miniature, they must keep his control card until the War ends. Place it under the player board keeping its current face.
- The card(s) used by the attackers go in the game discard pile.

END OF THE WAR

The war ends when all attacker miniatures are defeated, or at Decade ends, or when all Districts with buildings have been doubled-pillaged (🔥).

Do the following steps from the last player to the first player (reversed Turn order):

1. Each player takes many War penalties equal to the **pillage tokens score + the number of attacker miniatures** still on the Combat board. *For example, if*

there are two pillage tokens, one of 1 value (🔥) and one of 2 value (🔥🔥), and 1 Elite attacker miniature is still on the board, each player takes 4 War penalties.

2. Each player can use the opponent **Control cards** gained defeating the opponents **to reduce their own War penalties**: For every 3 HP on the cards used in this way, a player cancels 1 War penalty. Put these used cards in the discard pile.

Each player with 0 War Penalties **won the War** and moves 1 step on the left (to gain points) on the War Penalty track; Other players move their marker on the right (to lose points) by 1 step for each penalty point taken.

Then players who won the War must **check any residual Control cards on their own**. The player with the highest amount of HP between his residual Control cards gains **6 VP x Era**. In case of a tie between 2 or more players, divide the VPs between the tying players (rounded down).



For example, the Yellow player has gained 3 Control cards (HP 3, 6, and 7), defeating 3 opponent miniatures. There are 3 War penalties. They spent two of them (HP 3 and HP 6) to reduces them by 3 points to zero and win the War. Then they use the last Control card (HP 7) to win the 6 VPs x Era, as his HP score is the highest between players.

Then do the following steps:

1. Discard all Control cards in the Discard pile. Remove all attackers miniatures and return them to the game supply.
2. Any surviving Soldiers or Militianos come back to owner supply. Wounds tokens are not removed.
3. Take all remaining cards and the game discard pile, shuffle them, and create a new card deck.

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*“To my Argentinians
Paula, Emma and Adriano”
M. Quondam*

CARD REFERENCE

CHARACTER CARDS

Carpenter. 5 VPs x Era if you are the player with the most wood resources, or 8 VPs if you have more wood resources than the sum of all other players (or if you are the only player with wood resources). *For example, during the second Era scoring phase, the Yellow player, who owns the Carpenter card, has 8 wood resources. Other players have 1 wood (Blue player), 3 wood resources (Green player), 2 wood resources (Red player). The sum of all other players is 6 wood resources, so Yellow player scores $9 \text{ VPs} \times 2 \text{ (second Era)} = 18 \text{ VPs}$.*

Stonecutter. 5 VPs x Era if you are the player with the most stone resources, or 8 VPs if you have more stone resources than the sum of all other players (or if you are the only player with stone resources).

Merchant. 5 VPs x Era if you are the player with the most precious resources. +1 VPs x Era for each precious resource, which you have more than the sum of all other players' precious resources, up to a max of 9 VPs x Era. *For example, the Yellow player is the Merchant and owns 3 precious resources. It's the only player with precious resources, so they gain $8 \text{ VPs} \times \text{Era}$ at the Scoring Phase.*

Defender. 2 VPs x Era for every district closed by walls. If the Defender is gaining at least 1 VP in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase, in a 3-player game, there are 2 Districts closed by Walls. The Yellow player who owns the Defender card, scores $2 \times 2 \text{ (2 walls)} = 4 + 1 \text{ bonus} = 5 \times 2 \text{ (second Era)} = 10 \text{ VPs}$.*

Sailmaker. 5 VPs x Era if you are the player with the most metal resources. +1 VPs x Era for each metal resource, which you have more than the sum of all other players' metal resources, up to a max of 9 VPs x Era. *For example, the Yellow player is the Sailmaker and owns 4 precious resources; the Blue player owns 2 metal resources, and the Green player only 1. At the Scoring Phase, the Yellow player gains $6 \text{ VPs} \times \text{Era}$.*

General. 1 VP/Cuartel (Barracks), 3 VPs/Monumento (Monument), 5 VPs/Forte (Fort). If the General gains at least 1 VP, in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase in a 4-player game, the Forte and 2 Cuartel have been built, but no Monumento. The Yellow player, who owns the General card, scores $5 + 2 = 7 \times 2 \text{ (second Era)} = 14 \text{ VPs}$.*

Captain. 9 VPs x Era if you win 1 or more Wars in the current Era. *For example, during the Third Era, the Yellow player won a War. At the scoring phase, the Yellow player, who owns the Captain card, scores $9 \times 3 \text{ (third Era)} = 27 \text{ VPs}$.*

Roadmaker. 2 VP x Era for every district connected by Roads. If the Roadmaker gains at least 1 VP in 2-3 players; add +1 VP x Era as a bonus. *For example, in a 3-player game during the third Era scoring phase, there are 4 Districts connected by Roads. The Yellow player, who owns the Roadmaker card, scores $2 \times 4 = 8 + 1 \text{ bonus} = 9 \times 3 \text{ (third Era)} = 27 \text{ VPs}$.*

Bishop. 1 VP/Iglesia (Church), 5 VPs/Catedral (Cathedral), 3 VPs/Monumento (Monument) and/or Fuente (Fountain) adjacent to Iglesias and/or Catedral. If the Bishop gains at least 1 VP, in 2-3 players, add +1 VP x Era as a bonus. *For example, during the second Era scoring phase, in a 4-player game, the Catedral, 1 Iglesia, and 1 Fuente adjacent to the Iglesia have been built. The Yellow player, who owns the*

Bishop card, scores 9 x 2 (second Era) = 18 VPs.

Architect. 3 VPs x Era for every district with at least 5+ different buildings or 5 VPs with 8+. If the Architect gains at least 1 VP in 2-3 players, add +1 VP x Era as a bonus. Lots, Harbor and Fort do not count as they are not placed inside a district. *For example, during the third Era scoring phase, in a 4-player game, there is a district with 8 different buildings (house, palace, stonecutter, walls, market, square, monument, Cabildo). The Yellow player who owns the Architect card scores 5 x 3 (third Era) = 15 VPs.*

Governor. 3 VPs x Era for each half-full district or 5 VPs x Era for each full district. If the Governor is gaining at least 1 VP, in 2-3 players add +1 VP x Era as a bonus. *For example, in a 4-player game during the third Era scoring phase, there is a district with 3 free spaces and another district with no free space. The Yellow player, who owns the Governor card, scores (3+5=8) 8 x 3 (third Era) = 24 VPs.*

Noblewoman. 10 VP x Era if there were no wars in the current era.

AFFILIATE CARDS

The Affiliate cards depict two elements: the Action Phase power in black and the War action power in red. **War action power is used with Extended War expansion only.**

CARPENTER CARDS

Card 13. You can do the Carpenter/Wood Hacienda construction/activation action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in the Carpenter/Hacienda activation space of your board. If the City Council worker is not available, this card effect cannot be done.

+1 AV. Add +1 AV to the miniature AV to determine the fight result. *For example, you get AV 5 (4 AV +1 from the card = 5 AV) playing this card on a Veteran Militiano.*

Card 14. If City Council workers are still available in the game supply, pay 2 wood resources and immediately place up to 2 City Council workers in any Major Building grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+2 AV. Add +2 AV to the miniature AV to determine the fight result. *For example, playing this card on a normal Militiano, you get AV 4 (2 AV +2 from the card = 4 AV).*

Card 15. You can use a Carpenter or Wood Hacienda building twice in a single action. *For example, with this card, you can gain 2 wood resources (1 Worker required) and convert them immediately into 1 precious resource (1 Worker required).*

+3 AV. Add +3 AV to the miniature AV to determine the fight result. *For example, you get AV 13 (10 AV +3 from the card = 13 AV) playing this card on a Veteran Soldier.*

Card 16. One of your single costs in wood is reduced to 0. This works for 1 action only. However, if used in combination with card 22, both cards' effect is to reduce the cost of both resources to 1. *For example, you can build a palace with this card by paying 3 workers and only 2 stone resources.*

Remove your miniature and deal 1 wound to all miniatures in

the current and 1 adjacent district. Your miniature goes back to the game supply and will be available again. The adjacent district is always the district with the most opponent HP value sum. *For example, a Militiano is in a district with a Pirate Captain; adjacent to them, another Pirate Captain. By playing this card, the player removes his Militiano and assign 1 wound to both Pirate Captain miniatures.*

Card 17. Gain 1 extra silver coin at the Ship Sails for Spain procedure (Decade End) if you are selling 3 wood resources. **+2 AV for each opponent Standard miniature and +4 for each opponent Elite miniature in the current and 1 adjacent district.** The adjacent district is always the district which will produce the most resulting bonus. Please note that the Standard miniature for players is the Militiano, while the Elite is the Soldier. *For example, the player miniature is in the same district as 1 opponent Indio (Standard) and 1 Warrior (Elite); another Warrior is in an adjacent district. With this card, the player gains a +10 AV bonus.*

Card 18. If all wood grids are all with 1 or 0 resources, you can receive the required wood resources from the game supply.

+4 AV. Add +4 AV to the miniature AV to determine the fight result. *For example, playing this card on a veteran Militiano, you get AV 8 (4 AV +4 from the card = 8 AV).*

STONECUTTER CARDS

Card 19. You can do the Cantero (Stonecutter) or stone Hacienda construction/activation action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in the Cantero/Hacienda activation space of your board. If the City Council worker is not available, this card effect cannot be done.

+1 AV.

Card 20. If City Council workers are still available in the game supply, pay 2 stone resources and immediately place up to 2 City Council workers in any Major Building grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+2 AV.

Card 21. You can use a Cantero (Stonecutter) or stone Hacienda building twice in a single action. *For example, you can gain from a stonecutter 4 stone resource using 2 workers with this card.*

+3 AV.

Card 22. One of your single costs in stone is reduced to 0. This works for 1 action only. If used in combination with card 16, however, both cards' effect is to reduce the cost of both resources to 1. *For example, you can build a Palace paying 3 workers with this card and only 2 stone resources.*

Remove your miniature. All miniatures in the current and adjacent districts cannot move at their next turn. Place a resource near each miniature as a reminder. Remove it at the miniature turn.

Card 23. Gain 1 extra silver coin at the Ship Sails for Spain procedure (Decade End) if you are selling 3 stone resources. **+4 AV for each straight movement done before the Fight.** *For*

example, the player moves his miniature by 1 district. Then they burn a card to gain another movement. With this card, this miniature would gain +8 AV.

Card 24. If all stone grids are all with 1 or 0 resources, you can receive the game supply's required stone resources.

+4 AV.

MERCHANT CARDS

Card 25. You can do the Mercado (Market) or Corporaciòn (Corporation) activation/construction action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain the discount, place 1 City Council worker in your board's Mercado/Corporaciòn activation space. If the City Council worker is not available, this card effect cannot be done.

+1 AV.

Card 26. If City Council workers are still available in the game supply, pay 1 precious resource and immediately place up to 2 City Council workers in any Major Building grid. This City Council worker will count for completing the grid but will not provide you any VPs. When the grid is complete, put the City Council worker back in the game supply.

+2 AV.

Card 27. You can use a Mercado (Market), a Corporaciòn (Corporation), or Hacienda twice in 1 action. *For example, with this card and 2 workers, you can sell 2 wood resources at the Mercado for 1 silver coin and sell 1 precious resource for another coin in a single action.*

+3 AV.

Card 28. Take up to 4 resources from the City Warehouse, taking a 1 VP penalty/resource instead of the current VP penalty.

Take the best AV bonus in that Fight. Assign to your opponent the worst. For example, after playing the cards, the player miniature, a Militiano, has 2 AV +0 AV bonus, while the opponent, a Warrior, has 4 AV and gained +3 AV from the card. With this card, you can swap these bonuses, so the player Militiano becomes 2 AV + 3 AV = 5, and the opponent Warrior 4 AV + 0 AV = 4.

Card 29. If you gain at least 1 precious resource, obtain 1 more, if available. *For example, you can use a Stonecutter with 2 stone resources with this card and gain 2 precious resources instead of 1.*

All the opponents in the current district take a wound if they win the Fight. For example, the player Militiano miniature has been defeated by two opponent Warriors. With this card, both opponent Warriors take a wound.

Card 30. If the precious grid is with 1 or 0 resources, you can receive the game supply's required precious resources.

+4 AV.

DEFENDER CARDS

Card 31. Place 1 free wall, if available in the game supply.

+1 AV.

Card 32. For War effects, consider a district of your choice as closed by Walls.

+2 AV.

Card 33. If City Council workers are still available in the game supply, immediately place up to 2 City Council workers on the Walls grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+3 AV.

Card 34. ⚡ Gain 7 VPs every time Walls are effective in War against enemies: When a Wall reduces opponent WA value or, for Extended War Expansion, a Wall provides AV bonus to 1 or more players.

Double the AV bonus of Walls or remove it. For example, an opponent miniature crosses a Wall and fights the player Militiano miniature. The fort has been built. The normal AV Wall bonus of 6 ($3 \times 2 = 6$) is doubled by this card and become 12. The Militiano AV is now 14.

Card 35. ⚡ Gain 2 silver coins when a District is closed by walls (3 silver coins if Roads also connected it). *For example, the Blue player completes the Walls grid and places 4 new walls, closing a district. You play this card and gain 1 silver coin, taking it from a coin stack.*

Cancel 1 opponent played cards. Ignore them. If more than a card has been played, ignore the one with the lower number.

Card 36. ⚡ You can increase your Casas (Houses) value by +1 or your Palacios (Palaces) by +7 in a district closed by Walls. It requires the payment of 1 silver coin to the game reserve. With this card, it is possible to exceed the Houses value limit.

+4 AV.

ROADMAKER CARDS

Card 37. If City Council workers are still available in the game supply, immediately place up to 2 City Council workers on the Roads grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, place the City Council workers back in the game supply.

+1 AV.

Card 38. When you do a Load the Ship action with 3 identical resources, use an additional worker to gain 1 bronze coin for every District connected by Roads.

+2 AV.

Card 39. Gain +1 resource or +1 silver coin or +3 VP (depending on your activation type) when you activate a building in a District connected by Roads. You gain +1 resource of a type created (Cantero, Carpintero, Hacienda, or Mercado/Corporaciòn if used to acquire resources) or +1 silver coin (Mercado or Corporaciòn if used to gain coin) or +3 VP (Iglesia). *For Example, with this card, when you activate an Iglesia in a Roads connected district, you will gain +3 VP, or when you activate a Market to sell 2 stone resources, you will gain 1 additional silver coin.*

+3 AV.

Card 40. ⚡ Rotate this card before a City Council voting procedure begins. You will gain +1 vote for each district connected by Roads.

+4 AV for each wounded opponent miniature in the current or adjacent district. For example, the player Militiano is in

the same district as a wounded Warriors. With this card, they gain +4 AV.

Card 41. ⚡ Gain 2 silver coins when a District is connected by Roads (3 silver coins if it was also closed by Walls).

The nearest (yours or of your side) miniature immediately gains 1 free Movement. The bonus movement doesn't cause a Fight but is mandatory.

Card 42. ⚡ You can increase your Casas (Houses) value by +1 or your Palacios (Palaces) by +7 in a district connected by Roads. It requires the payment of 1 silver coin. With this card, it is possible to exceed the Houses VP value limit.

+4 AV.

SAILMAKER CARDS

Card 43. You can do the Load the Ship action discounting the Workers cost. To gain this discount, place 2 City Council workers, or 1 if the Puerto (Harbor) has been built, in the Dock space of the board. If the City Council worker(s) is (are) not available, this card effect cannot be applied.

+1 AV.

Card 44. ⚡ Gain 1 silver coin if the Dock contains at least 3+X resources loaded, where X is the player number. *For example, in a 4 players game, there are 7 resources in the Dock spaces. With this card the player gains 1 silver coin, no matter who loaded the resources in the Dock.*

+2 AV.

Card 45. ⚡ You can spend 1 metal resource to gain in a single action a discount of up to 4 elements (workers and/or stone/wood/precious resources). It is not possible to sell (or load on in the ship) discounted resources.

If you use this card to gain a worker discount, place the City Council workers instead of your workers. If the City Council workers are not available, this card effect cannot be applied. *For example, the Blue player spends a metal resource and uses this card to build a Carpenter (1 worker and 2 resources discount).*

+3 AV.

Card 46. In this decade you can load up to 6 resources in your Dock space. *For example, with this card, you can load two triplet of resources using two workers. At the decade end you will gain both rewards.*

In this fight, consider your Standard miniature as an Elite miniature. The Standard miniature for players is the Militiano, while the Elite miniature is the Soldier. Keep Veteran status, if any.

Card 47. When you do a Load the Ship action with a triplet, use 1 additional worker to gain 1 silver coin. *For example, the Blue player loads 1 stone, 1 wood and 1 precious on the Dock using 3 workers and this card. They immediately receive 1 silver coin.*

In this fight, consider the opponent Elite miniature as Standard miniature. The Standard miniature for players is the Militiano, while the Elite miniature is the Soldier. Keep Veteran status, if any. For example, you are fighting a Warrior. Playing this card must be considered an Indio (flip the card to know his new characteristics)

Card 48. If you take all 4 resources from the City warehouse, you can immediately convert them into 1 metal resource.

+4 AV.

GENERAL CARDS

Card 49. If City Council workers are still available in the game supply, immediately place up to 3 of them on the Forte (Fort) grid. These City Council workers will count for completing the grid but will not provide you with VPs. When the grid is complete, put the City Council workers back in the game supply.

+1 AV.

Card 50. ⚡ Gain 1 silver coin when you win a War (2 silver coins if they were Pirates).

+2 AV.

Card 51. Complete your following turn immediately with 1 worker discount. To gain this discount, place 1 City Council worker in the selected action space. If the City Council worker is not available, this card effect cannot be applied. *For example, the player activates a Cantero (Stonecutter) with a Worker gaining 2 stone resources, then, using this card, they immediately sell them and gain 1 silver coin using 1 City Council Worker.*

+3 AV.

Card 52. ⚡ You can acquire a Veteran Soldier also without the Fort.

🗡️. *Add a wound to the opponent miniature.*

Card 53. ⚡ Acquire a banner paying 2 silver coins to the game supply. If the banner type requires two steps, add it face-down (or flip it, if it is already on your player board).

🛡️. *Avoid taking a wound in the current fight. If the miniature is defeated and must take a wound, avoid applying it. If the miniature is defeated and must be directly removed, add a wound token (if this new wound defeats the miniature, remove the miniature).*

Card 54. ⚡ Consider like a Cuartel (Barracks) were present in the selected district adjacent. This allows you to hire Soldiers there and to increase the VP value of the district.

+4 AV.

CAPTAIN CARDS

Card 55. ⚡ Gain 5 VPs when you win a War (8 VPs, if they were Pirates).

+1 AV.

Card 56. ⚡ Discount 1 bronze coin from the salaries which you have to pay.

+2 AV.

Card 57. ⚡ Gain 1/2 VPs for each Militiano/Soldier used in the current War (add 1 VP in 4-5 player game). *For example, in a 3-player game, two players used 1 Soldier each, and the player used 1 Militiano in the War. With this card, the player gains 6 VPs (2+2+1=5 and +1=6).*

+3 AV.

Card 58. You can do the Cuartel (Barracks) activation/construction action with the discount of 1 Worker. You can activate it, also if they are not adjacent to a your building. To gain this discount, place 1 City Council worker in the Barracks activation space of your board. If the City Council

worker is not available, this card effect cannot be done.

♥. Avoid taking a wound in the current fight.

Card 59. ⚡ You can consider your worker disk like a Militiano miniature. Place the used worker on this card until the next decade.

♣. Add a wound to the opponent miniature. If this wound defeats the miniature, remove it.

Card 60. Discard 1 card, also this one, to immediately reactivate all your cards, excluding this one. Burn a card is not effective to activate this effect. Put the reactivated cards straight. These cards are immediately re-used.

+4 AV.

BISHOP CARDS

Card 61. If City Council workers are still available in the game supply, immediately place up to 3 of them on the Catedral (Cathedral) grid. These City Council workers will count for completing the grid but will not provide you any VPs. When the grid is complete, put the City Council workers back in the game supply.

+1 AV.

Card 62. Remove the wound from a Soldier or a Militiano and gain 5 VPs.

+2 AV.

Card 63. ⚡ Spend 1 silver coin to decrease the City Council votes made by a player to half (rounded down). You must play the card before seeing the vote's result, but you may wait until the players have chosen their vote, which they cannot change. After the vote, the target player will decrease his City Council value by only half (rounded down). *For example, during voting, the Yellow player plays this card targeting the Blue player. All players reveal their votes: the Blue player has 5 "yes" votes, which are reduced to 2.*

+3 AV.

Card 64. ⚡ Reactivate a target card. Put the target card straight. This can be immediately re-used.

Cancel 1 opponent played cards. Ignore them. If more than a card has been played, ignore the one with the higher number.

Card 65. You can do the Iglesia (Church) activation/construction action with the discount of 1 Worker. You can activate them, also if they are not adjacent to a your building. To gain it discount, place 1 City Council worker in the Church activation space of your board. If the City Council worker is not available, this card effect cannot be done.

Heal all wounded miniatures of your side (including yours) in the current and/or adjacent districts.

Card 66. If coins stacks are all empty or with 1 coin only, and you have to take coins, you can receive them from the game supply.

+4 AV.

ARCHITECT CARDS

Card 67. ⚡ In the target District, VP penalties for productive buildings are doubled and converted into VPs bonus. *For example, a District has a VP penalty for 3 productive buildings for a total of -2 VPs. With this card, the penalty is converted to*

a bonus of +4 VPs to the District value.

+1 AV.

Card 68. ⚡ For district VP value, consider a Major and a Minor building of any adjacent Districts also in the selected District. *For example, with this card, you can consider the Murallas (Walls) and a Cuartel (Barracks) of an adjacent District to also be in the selected District, which gains +7 to its value.*

+2 AV.

Card 69. If City Council workers are still available in the game supply, immediately place 1 of them on any Major building grid. This City Council worker will count for the completion of the grid but will not provide you VPs. When the grid is complete, place the City Council worker back in the game supply.

+3 AV.

Card 70. ⚡ Gain 1 silver coin when the Cabildo, Catedral (Cathedral), Forte (Fort), or Puerto (Harbor) are built or 2 silver coins when a district is completed (all district spaces are occupied).

Do immediately 1 movement with the unit which is fighting. Ignore the effect of the current fight. Do not make another fight after the movement, no matter if there are opponent's units.

Card 71. To determine your Casa buildings' maximum VP value (Houses), you can consider 1 Casa building of another player like yours for each bronze coin paid to this player. These buildings must be in the same district. *For example, the Yellow player has 3 Houses and the Green player 2 Houses in the same district. With this card, the Yellow pays 2 bronze coins to the Green player and considers having 5 Houses buildings. They score 5 VPs per House, for a total of 15 VPs.*

Assign a wound to your opponent before calculate the fight effect. Only if the opponent survives this wound, proceed with the fight procedure.

Card 72. ⚡ Reduce any City Council VPs penalty to the half (round down). *For example, the Blue player City council score is 2. During a vote, they uses 7 votes, so they should take 12 VPs penalty. With this card they can reduce the penalty to 6 VPs.*

+4 AV.

GOVERNOR CARDS

Card 73. If City Council workers are still available in the game supply, immediately place up to 2 of them on the Cabildo grid. These City Council workers will count for the completion of the grid but will not provide you VPs. When the grid is complete, place the City Council workers back in the game supply.

+1 AV.

Card 74. Discard your Affiliate card and take a new one drawing 2 cards and choosing 1 or taking a discard pile's first card.

+2 AV.

Card 75. You can activate a building 1 additional time, also in a single turn. *For example, with this card, a player can activate the same Carpintero two times using two workers.*

+3 AV.

Card 76. Gain 1 bronze coin and increase a tension level by 1.

For example, with this card, the player can increase the Pirate tension level by 1 step and take 1 bronze coin from the board's coin stacks.

+3 AV for each fight you have already done in this turn, including this one, no matter if win or lost. *For example, the Blue player owns two Militianos in the Combat Area. They fight with the first one, but they lose it and have to remove their Militiano. They do another fight with the second one. With this card, his second Militiano gains a +6 AV bonus.*

Card 77. ⚡ If you have negative points, gain 1 step in the War penalty track paying 1 silver coin to the game supply. Move your marker on the War penalty track on the board accordingly.

If your miniature survives the current fight, you can immediately move by 1 and/or do another battle with a +4 AV bonus. Previous fight card effects are not more applied. *For Example, you play this card, and your Soldier defeats his opponent. You can immediately move your miniature up to 1 space and do another fight at +4 AV!*

Card 78. ⚡ Avoid paying 1 coin to the other player when using Take a Card action to recover an Affiliate card of your character color.

+4 AV.

NOBLEWOMAN CARDS

Card 79. ⚡ After winning a Council vote, you can reduce a Pirates or Native Tension level by 2 steps.

+1 AV.

Card 80. ⚡ Increase your vote up to 2 votes. You can use this card also after seeing the vote result. You have to pay these additional votes, as usual, decreasing your City Council value.

+2 AV.

Card 81. ⚡ After winning a Council vote, you can increase the penalty to take the last resource from a board grid (or the last coin from a board stack) to 3 VPs for the current decade. The increased penalty works for all players.

+3 AV.

Card 82. ⚡ Put a veto on Legislator law choice. The legislator now must choose a different law. This card must be used before player votes are shown.

♥. Avoid taking a wound in the current fight. Check the previous description for more info.

Card 83. ⚡ Add a total of X+1 resources to grids, where X is the player number. You can do it freely, also dividing them between several grids. Take the resources from the game supply. You can add wood or stone resource, or precious resources, considering them x2 resources. It's not possible to go over the normal grid capacity. *For example, in a 5-players game, the player with this card can add 3 stone resources to a grid, 1 wood resource to another grid, and 1 precious resource to the precious resource grid.*

If your opponent has been removed, you can add a Standard miniature to your side. The Standard miniature for players is the Militiano. This miniature can act in the current War from the next round only. For players, a War marker available is required, while the Militiano availability in the game supply is not required (use an alternative marker, if necessary). *For*

example, the Blue player plays this card, and his Soldier wins the fight. They can add a Worker under their control to the same district.

Card 84. ⚡ You can do the Improve Status action with the discount of 1 Worker and 1 bronze coin: pay 1 bronze coin less, and instead of using your worker, you must place a City Council worker in the Improve Status action space. If the City Council worker is not available, this card effect cannot be done.

+4 AV.