Buildings · board order

Section 1
1 Quarry

Small Fruit Warehouse
(1) (1)
CRAFTSMAN · ●
1 Fruit at most.

Small Market
(1) (1)
TRADER · ●
+1 coin on each sale to the Trading House.

Hacienda
(2) (1)
PLANTER · ●
Before choosing: +1 Estate drawn face down, must be placed.

Builders Yard
(2) (1)
PLANTER · ●
Quarry instead of an Estate (no 2nd Quarry for the Planter).

Small Sugar Mill
(2) (1)
CRAFTSMAN · ●
1 Sugar at most.

Small Warehouse
(3) (1)
CAPTAIN · ●
End of Shipment: keep all barrels of 1 extra type.

Zoning Office
(2) (1)
TRADER · ●
Worker: buy 1 Estate (1 coin). Citizen: sell 1 (1 coin). Trade phase.

Chapel
(3) (1)
CRAFTSMAN · ●
Production phase. Worker: +1 coin. Citizen: +1 VP.

Section 2
2 Quarries

Large Fruit Warehouse
(3) (2)
CRAFTSMAN · ● ● ●
3 Fruit at most.

Hospital
(4) (2)
PLANTER · ●
Estate or Quarry placed: +1 worker from the supply on it.

Office
(5) (2)
TRADER · ●
Sell a type already in the Trading House.

Large Market
(5) (2)
TRADER · ●
+2 coins on each sale (+3 with the Small Market).

Large Warehouse
(6) (2)
CAPTAIN · ●
End of Shipment: keep all barrels of 2 types (3 with the Small Warehouse).

Large Sugar Mill
(4) (2)
CRAFTSMAN · ● ● ●
3 Sugar at most.

Park Authority
(4) (2)
PLANTER · ●
End of Planting. Worker: discard 1 Estate. Citizen: +2 VP if most empty Countryside.

Notary
(5) (2)
BUILDER · ●
Worker: −1 coin on a Small Building. Citizen: −2 coins on a Large one.

Pension Office
(6) (2)
CAPTAIN · ●
Before shipping: 1 Good returned per citizen (different types) = 1 VP each.

(2) cost in coins · (1) VP at game end · ● maximum number of workers · **names in red**: Expansion II (The Citizens). Discount from occupied Quarries: 1 / 2 / 3 / 4 by section.

Only occupied Buildings have an effect

Buildings · board order

Section 3
3 Quarries

Tobacco Storage (5) 3
CRAFTSMAN · ● ● ●
3 Tobacco at most.

Factory (7) 3
CRAFTSMAN · ●
Production phase: 2 / 3 / 4 / 5 types produced → 1 / 2 / 3 / 5 coins.

School (8) 3
BUILDER · ●
When building: +1 worker from the supply on the new Building.

Harbor (8) 3
CAPTAIN · ●
+1 VP each time you load.

Coffee Roaster (6) 3
CRAFTSMAN · ● ●
2 Coffee at most.

Wharf (9) 3
CAPTAIN · ●
Once per phase: all barrels of 1 type on a Chartered Ship (1 VP each).

Villa (7) 3
RECRUITER · ●
Start of Recruitment: +1 citizen from the supply (else 1 worker).

Tailor Shop (8) 3
CRAFTSMAN · ●
Production phase: +1 coin per citizen. Counts as a Large Production Building.

Large Buildings
4 Quarries

Fire Station (10) 4
END OF GAME · ●
+1 VP per Small, +2 VP per Large Production Building.

Residence (10) 4
END OF GAME · ●
Filled Countryside: ≤9 → 4, 10 → 5, 11 → 6, 12 → 7 VP.

Fortress (10) 4
END OF GAME · ●
+1 VP for every 3 workers.

Customs House (10) 4
END OF GAME · ●
+1 VP for every 4 VP in chips.

City Hall (10) 4
END OF GAME · ●
+1 VP per Commercial Building (itself included).

Town Square (10) 4
END OF GAME · ●
+1 VP per citizen.

The 5 Large Buildings are worth **4 VP** even when unoccupied; their bonus only counts if they are **occupied** at the end of the game. They take 2 City spaces but count as **a single** Building. Production Buildings: 1 Good per occupied semicircle, if you have as many occupied Estates.

(2) cost in coins · (1) VP at game end · ● maximum number of workers · **names in red**: Expansion II (The Citizens). Discount from occupied Quarries: 1 / 2 / 3 / 4 by section.

Only occupied Buildings have an effect

Expansion I · New Buildings

These Buildings are not printed on the board: during setup, players take turns choosing Commercial Buildings (base + Expansion I) and place each on a space of the **same cost**. Sorted here by cost.

Canal — 1 / 1
CRAFTSMAN · ●
+1 Fruit / +1 Sugar if produced with the Large Fruit Warehouse / Sugar Mill.

Black Market — 2 / 1
BUILDER · ●
Return 1 worker, 1 Good and/or 1 VP = −1 coin each (max 3), no coins left.

Lumberyard — 2 / 1
PLANTER · BUILDER · ●
Estate placed as a Forest. Every 2 Forests: −1 coin per Building.

Storehouse — 3 / 1
CAPTAIN · ●
End of Shipment: keep up to 3 more Goods.

Bohio — 4 / 2
RECRUITER · ● ●
Up to 2 "guests" to move during another phase; immediate effect.

Church — 5 / 2
BUILDER · ●
When building: +1 VP (section 2 or 3), +2 VP (Large Building).

Trading Post — 5 / 2
TRADER · ●
Sell to your own Trading Post (no Market bonus).

Small Wharf — 6 / 2
CAPTAIN · ●
Once per phase: Goods of your choice on a Chartered Ship, 1 VP per 2.

Lighthouse — 7 / 3
CAPTAIN · ●
+1 coin each time you load; Captain: +1 coin.

Distillery — 8 / 3
CRAFTSMAN · ●
Production phase: coins = largest production of one type (not Corn) − 1.

Publishing House — 8 / 3
ALL PHASES · ●
Doubles your role's advantage.

Assembly Hall — 9 / 3
CAPTAIN · ●
Before shipping: +1 VP per pair of identical Goods.

Cathedral — 10 / 4
END OF GAME · ●
Sets of 3 identical Countryside tiles: 1 / 2 / 3 / 4 sets → 1 / 3 / 6 / 10 VP.

Monument — 10 / 8
END OF GAME · NO WORKER
8 VP. No worker needed.

2 cost in coins · 1 VP at game end · ● maximum number of workers · Discount from occupied Quarries: 1 / 2 / 3 / 4 by section.

Names from the English rulebook