A game round

A game lasts about fifteen rounds. Every round is played the same way:

1. The **Governor** chooses a role card, places it in front of them and performs the action **with the advantage**.
2. Each other player, clockwise, performs the same action **without the advantage** (once each; for the Captain, keep going clockwise as long as anyone can load).
3. The player to the Governor's left chooses one of the remaining roles, and so on until **everyone has chosen a role**.
4. **End of the round**: 1 coin from the Bank on each role not chosen; the cards return next to the board; the Governor card passes to the left.

Rules for every role

- Choosing a role is **mandatory**; performing the action or using the advantage is optional, **except for the Captain**.
- The player who takes the card **always acts first**, then the others clockwise.
- Coins on a card go to the player who takes it, on top of the advantage.
- A chosen card stays in front of its player until the end of the round: nobody else can take it.
- Only **occupied** tiles (at least 1 worker) have an effect. Workers are only placed and moved in the Recruitment phase.

Game end

The game ends **at the end of the round** in which one of these conditions is met:

- end of the Recruitment phase: not enough workers to refill the Work Register;
- Build phase: a player has filled their 12th City space;
- Shipment phase: the last VP chip is taken (keep track of the rest on paper).

Score = VP chips + VP of all their Buildings (occupied or not) + bonuses of **occupied** Large Buildings.
Tie: most coins and Goods.

Two players: each player chooses **3 roles** per round, alternating (Governor, other, Governor…). The Governor places 1 coin on the only role left.

The roles

Planter

Action: Each player takes **1 face-up Estate** and places it on an empty Countryside space (or passes).

Advantage: A **Quarry** instead of an Estate.

End of phase: The Planter discards the remaining Estates and flips **players + 1**.

Buildings: Hacienda, Builders Yard, Hospital

Recruiter

Action: Players take **1 worker** from the Work Register in turn until it is empty, then place and rearrange **all** their workers.

Advantage: **+1 worker** from the supply (before sharing out).

End of phase: The Recruiter refills the Register: 1 worker per **empty semicircle on Buildings** of all players, **at least the number of players**.

Buildings: Portrait only if no semicircle is left

Builder

Action: Each player may build **1 Building** at the printed price, on an empty City space (Large = 2 spaces).

Advantage: **−1 coin** (only if they build).

End of phase: Occupied Quarry: −1 coin each, capped at 1 / 2 / 3 / 4 by section. Never the same Building twice.

Buildings: School

Craftsman

Action: Everyone produces: Corn = occupied Estate; others = occupied Estate **and** occupied semicircle in the Production Building.

Advantage: **+1 barrel** of a type they just produced.

End of phase: Supply used up: no Goods. The riskiest role!

Buildings: Factory

Trader

Action: Each player may sell **1 barrel** to the Trading House (0 to 4 coins).

Advantage: **+1 coin** (only if they sell).

End of phase: 4 spaces, no duplicates (except Office). Full: emptied at the end of the phase.

Buildings: Small Market, Large Market, Office

Captain

Action: **Mandatory**: in rotation, each player loads **one type** of Good, as much as possible, until nobody can load. 1 VP per barrel.

Advantage: **+1 VP** once, if they load.

End of phase: Everyone keeps **1 barrel** (+ Warehouses). **Full** ships are emptied.

Buildings: Warehouses, Harbor, Wharf

Adventurer

Action: **No action** for the other players.

Advantage: **+1 coin** from the Bank.

End of phase: None with 3 players; 1 card with 2 and 4 players; 2 cards with 5 players.

Remember

A role nobody picks gains 1 coin per round: it gets more and more tempting.

Taking a role also gives its phase to the others: look at what they gain from it.

Setup

	2 players	3	4	5
Coins per player	3	2	3	4
Starting Estate (from the Governor)	Fruit · Corn	F · F · C	F · F · C · C	F · F · F · C · C
VP chips	65	75	100	126
Role cards	7 (1 Adventurer)	6 (no Adventurer)	7 (1 Adventurer)	8
Cargo Ships	4 · 6	4 · 5 · 6	5 · 6 · 7	6 · 7 · 8
Face-up Estates	3	4	5	6
Work Register	2	3	4	5
Worker supply	40	55	75	95
Quarries	5	8	8	8

F = Fruit, C = Corn. The starting Estate goes face up on a Countryside space, without a worker.

Every game

- Central board in the middle, each Building on its space; the 51 coins form the **Bank**.
- Each player: 1 Island board, their coins **visible** on the Portrait, 1 Estate.
- Check: **12 Fruit and 8 Coffee** Estates (some first-print copies have 16 Fruit and 4 Coffee; Ravensburger sends the correct tiles).
- The 8 Quarries in a face-up stack; the remaining Estates shuffled face down into stacks.
- Goods sorted by type into 5 supplies; empty Trading House.
- Unused pieces go back in the box.

Also, with two players

- On the board: **1** of each Commercial Building, **2** of each Production Building.
- Remove **3 Countryside tiles of each type** (Corn, Fruit, Sugar, Tobacco, Coffee, Quarry).
- Remove **2 barrels of each Good**.

Sell or ship?

Good	Sold by the Trader	Shipped	Production Building
Corn	**0** coins	**1 VP** per barrel	No Building
Fruit	**1** coin	**1 VP** per barrel	Fruit Warehouse
Sugar	**2** coins	**1 VP** per barrel	Sugar Mill
Tobacco	**3** coins	**1 VP** per barrel	Tobacco Storage
Coffee	**4** coins	**1 VP** per barrel	Coffee Roaster

Selling earns **coins** depending on the type; shipping earns **VP**, and every barrel is worth the same.

Selling (Trader)

- 1 Good per player per phase.
- Trader: **+1 coin**.
- Small Market **+1**, Large Market **+2**, both **+3**.
- 4 spaces, one per type (except Office).
- Selling 1 Corn for 0 coins is allowed.

Shipping (Captain)

- Captain: **+1 VP** once per phase.
- Harbor: **+1 VP** each time you load.
- Wharf: once per phase, all barrels of one type on a Chartered Ship, 1 VP each.

Loading a ship

- A ship = **a single type**; never the same type on two ships (even if one is full).
- On your turn you **must** load if you can, **one type only**, but the type of your choice.
- Load **as much as possible**; between empty ships, take the one that lets you load **the most**.

End of the Shipment phase

Everyone keeps only **one barrel** on their Portrait, plus: Small Warehouse = all barrels of **1 type**, Large Warehouse = **2 types**, both = **3 types**. The rest goes back to the supply.

Full ships are emptied; the others keep their cargo.