

LISBOA

GAME RULES

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LISBOA

A game by Vital Lacerda / 1–4 Players / 30 min per player / Ages 14+

On November 1st, 1755, on All Saints' Day, Lisboa suffered an earthquake of an estimated magnitude of 8.5–9.0, followed by a tsunami, and 3 days of fires. The city was almost completely destroyed.

The Marquis of Pombal, Sebastião José de Carvalho e Melo, was the prime minister at the time, and the king put him in charge of the reconstruction of Lisboa.

The king and the prime minister immediately launched efforts to rebuild the city. On December 4th, 1755, little more than a month after the catastrophe, the chief engineer of the realm, Manuel da Maia, presented his plans to rebuild Lisboa. Maia presented five options, including abandoning Lisboa altogether, rebuilding with recycled ruins, widening the streets, and even building a completely new city. The chosen plan boldly proposed razing the entire Baixa quarter and "laying out new streets without restraint".

Eugénio dos Santos and Carlos Mardel were the architects in charge of the rebuilding.

In less than a year, the city was cleared of debris. Because the king wanted to have a new and perfectly ordered city, he commissioned the construction of big squares, straight, large avenues, and widened streets, with related types of businesses as if each street had its own motto: A Baixa de Lisboa.

A game of Lisboa is set over a span of 22 years. You play the roles of influential nobles who survived the earthquake, tsunami, and fires, and who will help in the reconstruction and economic development of the new city to receive graces from the king and the marquis. You will work with the architects to build Lisboa anew in order to gain Influence, and the most important thing of all: Wigs.

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COMPONENTS



Gameboard



Rulebook + Player aid book + Solo rules



4 player boards



68 Goods tokens: 17 Gold,
17 Cloths, 17 Books, 17 Tools



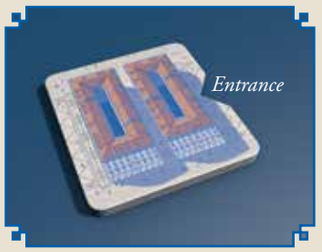
55 Real coins: 30 of 1 Real,
20 of 5 Réis, and 5 of 10 Réis



20 Plans — 4 of them are Starting Plans with a blue back.



16 double-sided Public Buildings



22 City tiles



5 small City tiles



4 Scoring tiles



12 Royal Favor tiles from 3 Nobles



37 Clergy tiles and 1 Cardinal meeple



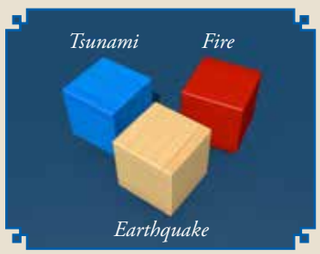
82 Political cards in 4 decks



12 Ship cards in 4 colors



70 Decree cards



63 Rubble cubes in 3 colors



1 Treasury marker



4 Price markers in 4 colors



8 Discs in 4 player colors



20 Rubble Set markers in player colors



4 Courtier meeples in player colors



32 Official meeples in player colors



32 wooden houses in player colors



1 Starting Player marker



Clergy Tile and Rubble bags

SETUP

Put 1 Royal Favor tile of each character, per player, in the Rubble bag. Put all of the Clergy tiles in the Clergy Tile bag.

Player Board Setup:

Each player chooses a color and takes the following:

1. 1 player board.
2. 1 Player Aid book.
3. 5 Rubble Set markers (cubes).
4. 8 wooden houses.
5. 8 Officials (meeples).
6. 1 Good tile of each type (gold, books, cloth, tools).
7. 10 réis [HRA-ees] (sounds like "race"; please note: singular form is "real" [hree-ALL] — e.g. 1 real, 2 réis).
8. 2 Clergy tiles from the Clergy Tile bag at random. Look at them and keep one; return the other to the bag.
9. 1 random Royal Favor tile drawn from the bag.
10. 1 random Starting Plan (the ones with the dark blue backs). Return the remaining Starting Plans to the box.

(Each of the components above has a proper place, face-up on your player board. See the illustration to the right.)

And on the Gameboard *(see next page)*

- 1 Courtier meeple, which goes in one of the Royal Court spaces.



- 1 Wigs marker, which goes on space 5 of the Wigs score track.



Game Art, the Portuguese Azulejo, and the Wigs

All the art Ian O'Toole created for Lisboa is based on murals of glazed Portuguese tiles, as the art form had evolved by the 17th Century. Even today, you can find these murals not only in many palaces, churches, and Noble houses, but also in middle-class homes. Mass production of these tiles began in the 18th Century, partly due to increased demand in Portugal, but also from large orders that started coming in from the Portuguese colony, Brazil. After the earthquake, they became trendy, and often depicted historical situations, framed by decorative patterns — all of this done predominantly in blue and white.

The Portuguese name for these tiles is Azulejos Portugueses. In this game, the gameboard, player boards, and cards all give homage to this art, which for many people epitomizes the look of Portugal.

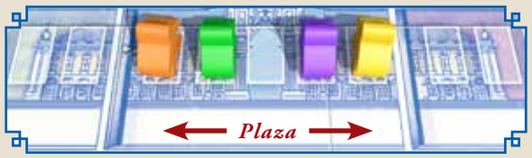
A more ubiquitous trendy commodity from that time was the wig. The following excerpt perfectly explains why wigs were chosen as the "victory points" in this game:

"With wigs being the universal male consumer product of the 1700s, and everyone from shopkeeper to king wearing one, men were spoiled for choice. While a shop boy might only be able to afford one wig, and thus had to choose wisely and for durability, those of the one percent of the population, the Nobleman and the wealthy citizens, could afford to own dozens of wigs. If they considered themselves to be a leader of fashion, were eccentric, or merely had the money to indulge a whim, they could purchase wigs that others could only dream of owning (or not, as the case may be!)."

From 'The Wig Business was Big Business in 18th Century' by Lucinda Brant



- Place 1 of your Officials in the office of the Marquis, the middle character (does not matter which space).



In a 2-player game, place 1 Official from an unused color in any space of each of the three Nobles' offices. They will remain there all game and count as opponents' meeples.





- The player who visited Lisboa most recently is the starting player, and takes the Starting Player marker. Play goes clockwise from this player.

- 1 Influence disc: Put the first player's Influence disc on space 4 of the Influence Track; the second player's goes on space 5; third player, space 6; fourth player, space 7.



SETUP *(CONT.)*

Board Setup:

Public Buildings

1. The Public Buildings are blue on one side, green on the other. Flip all 16 Public Buildings blue-side-up, then shuffle them. Split the stack into two stacks of 8, and flip one stack green-side-up. Place each stack just off the board beside the plan space of the same-color architect.
2. Move the top tile of each architect's Public Building stack into the architect's plan space. This way, players can always see both the current and the next Public Building available.



Plans

3. Separate the Plan tiles into two face-up stacks, based on which architect is depicted: green or blue. Sort each stack by the number of officials depicted, such that the fewest officials are on top, and the most are on bottom. Place each stack on the appropriate space.



Stores

4. Place the 4 Price markers in the spaces marked with the goods' colors on the market track.





5. Place one City tile on each space (yellow, pink, brown, blue, small blue) on the board to form the City Building display. Leave the remaining tiles in stacks near the display.
6. Shuffle the 4 Scoring tiles depicting wigs, and place a random one in each space at the bottom of the downtown map.
7. In a **2-player game**, cover row E with the 2-player overlay *(see Variants and Add-ons sheet)*.

Church

8. Draw 6 Clergy tiles from the Clergy Tile bag, and place them face-up (wigs-side-down) on the dark spaces of the Church track.
9. Place the Cardinal meeple on the space of the Church track with the Influence symbol (envelope).



Other Setup

10. Dump the remaining Royal Favor tiles from the Rubble bag, and stack the tiles for each character on the space on that character's portrait.
11. Place the big Treasury marker cube on space 3 of the Treasury track.
12. Place all the goods and all money next to the gameboard to form the general supply and the Royal Treasury.



Card Setup



A. Separate the Political cards into decks by color. Shuffle each deck and set them aside for now.

B. Deal 5 cards to each player from the blue deck (1755–1757) and return the remaining cards to the box.

> Experienced players may wish to draft their starting hands. In this case, each player keeps 2 cards and passes 3 to the player on the left. Then, from the 3 cards you just received, keep 1 and pass 2 to the left. Finally, from the 2 cards you just received, keep 1 and pass the last 1 to the left.

C. Distribute all cards from the red deck (1758–1762) face-down in the Event display, separated by type (card back) on their respective spaces; this will make 4 different decks of 5 unique cards each. Then flip the top card of each deck face-up.



D. There are 3 copies of each Ship card. With 4 players, include 3 of each Ship card; with 3 players, include only 2 of each; with 2 players, only 1 of each. Return any remaining copies of the Ship cards to the box.

E. Stack the blue Ship cards atop the red Ship cards and place the stack face-up in the shipyard. Set the others aside for now. They will be used later in the game.





F. Shuffle the Decree deck and place it face-down next to the gameboard.

G. Lay out the top 8 cards of the Decree deck to form a face-up display next to the gameboard.

In a **2-player game,** any Decree cards with this symbol on them must be immediately returned to the box when they come out, and replaced with a new card.

Simulate the Earthquake

The brown cubes represent destruction by the earthquake, the red cubes represent destruction from the 3 days of fires, and the blue cubes represent the destruction from the tsunami.

Place all Rubble cubes in the Rubble bag.

i. Place a random Rubble cube from the bag in each space at the bottom of the columns of the Downtown map, and at the right end of the rows (in a **2-player game,** skip row E).

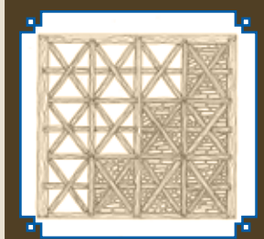
ii. Place 2 random Rubble cubes in each Public Building Site around the three edges of Downtown (in a **2-player game**, skip row E); these represent neighboring sites.

iii. Place 6 random Rubble cubes in the *Rubble pile* next to the Rubble values (in a **2-player game**, return the remaining Rubble cubes to the box).



Gaiola Pombalina

Downtown buildings were built over the wrecks of the old destroyed buildings. Rubble was one of the most important construction materials in the rebuilding of Lisboa. Masonry walls with an embedded braced timber structure, known as the "Gaiola Pombalina", were filled with rubble to make the new buildings durable and anti-seismic, while retaining the flame resistance of brick.



To reflect this, collecting sets of rubble will increase your warehouse space and the size of your Portfolio, and also helps set the pace of the game.

Political Cards

There are 2 types of Political Cards:

Noble cards: Each Noble card depicts one of the 3 Nobles in the game, with an envelope at the top, representing Influence, and a reward / penalty on an arrow at the bottom.

Noble cards represent a political event in which you engage with one of the Nobles. You can play this type of card in the Royal Court to visit the Noble, or into your Portfolio for the reward and for future Influence.



Influence

Noble Portrait

Event (flavor)

Reward or Penalty

Treasury cards: Each Treasury card has 2 treasury icons at the top. One with an arrow and another with a real with a plus sign. It also has an icon of an action/reward in the middle, and a money/sales benefit at the bottom.

Treasury cards represent a subsidy from the Royal Treasury to you. You can play this type of card in the Royal Court for the action/reward, or you can play it into your Portfolio to take a subsidy from the Royal Treasury and gain a permanent money/sales benefit.



Subsidy and Treasury modifier (down 1 step)

Action/Reward

Event (flavor)

Money / Sales benefit

GAME CONCEPT



You will be working with the King, D. José I, with Manuel da Maia, the royal builder, and the Marquis de Pombal, the prime minister, to reconstruct a new Lisboa, and develop its economy. You need to build stores downtown to produce goods, and will earn wigs once appropriate Public Buildings are opened to drive traffic to your stores. In order to open Public Buildings, you will need Plans from one of the two architects, and enough state officials to staff the building. You will need Influence to convince the nobles to help you complete these tasks via Noble actions, but you could also trade with them, offering goods in exchange for State actions. You can also meet with the Cardinal to acquire Clergy tiles, which give you permanent powers. Last, but by no means the least, you can persuade the Marquis to make decrees that favor you, granting you more wigs at the end of the game.

GAMEPLAY

Overview

A game of Lisboa is divided into 2 time periods, each of which spans a variable number of rounds.

On your turn, you will play one of the five Political cards in your hand to perform one of the four available actions or to get 1 gold; then you will take a new card into your hand from the Political card display. Finally, the turn passes to the player on your left.

When a player manages to complete 2 sets (brown, red, blue) of rubble, or 3 decks of Political cards are exhausted (whichever comes first), the first time period ends **at the end of that player's turn**.

After the change of period is resolved, the game continues until the end of the game is triggered by a player having 4 complete sets of rubble, or by 3 decks of Political cards being exhausted again.

At the end of the round in which that happens, players will take one more turn and then the final scoring occurs.

The player with the most wigs wins the game.

YOUR TURN

On your turn, you will first **Dock Your Ships,** then either **Get 1 Gold** **or** **Take an Action**, then **Take a Political Card,** and finally do some basic upkeep for your **End of Turn.**

Dock Your Ships



If you have any Ships in your Portfolio that are "at sea" (i.e. the cargo hold is full, and thus the goods in the cargo hold are flipped face-down so they are all packed up in crates), return the goods from the cargo hold to the general supply. Your Ships at sea have returned from their voyage!



If the goods are face-down, the Ship is at sea.

Get 1 Gold

As an act of desperation, you can Get 1 Gold instead of taking an action, by performing the following steps:

1. **Discard a Political card** from your hand.
2. **Take 1 gold** from the general supply.

Note: Whenever a card is discarded, it is removed from the game.

Example

Green *decides to Get 1 Gold. He chooses any one card from his hand, discards it, and takes a gold from the general supply in return. Then he takes one card from the display and finishes his turn.*



Take an Action

Play a card from your hand to take **1** of the **4 actions** described below (you must be able to perform the action in order to take it).



You play the card into your **Portfolio** in order to take action **1 or 2;** you play the card into the **Royal Court** in order to take action **3 or 4**.

Play into Your Portfolio



1. **Any card** to ***Sell Goods;***
2. **Any card** to ***Trade with the Nobles;***

Play into the Royal Court



3. **A Noble card** to ***Visit a Noble's Office;***
4. **A Treasury card** to ***Sponsor an Event.***

Your Portfolio

Adding Political cards to your Portfolio grows your Business and though it, the power and Influence you have on the Crown.

Your player board has **3 wide "slots"** for cards **at the top (docks)**, and **3 narrow slots at the bottom (your office).** These 6 slots are called your **Portfolio** and each slot can hold only 1 card at a time. The **top slots (docks)** are reserved for **Nobles and Ships**, both of which give you cumulative Influence. The **bottom slots (your office)** are for **Treasury cards**, which give you money discounts or sales benefits.



In the beginning of the game, you can only have 2 cards in your Portfolio; both could be in the top slots, both in the bottom slots, or you could have one in the top and one in the bottom.

Playing a Card into Your Portfolio

When you add a card to your Portfolio, you tuck the arrow end of the card under your player board. Any benefit or penalty depicted on the portion of the card that goes under your board must be resolved before it is hidden.







Portfolio and Warehouse Size

The number of goods of each type you are allowed to have is equal to your Portfolio size and limited by the number of Rubble sets you have collected *(see sidebar)*.

Your Warehouse can hold 2 goods of each kind. Each Rubble set you collect lets it hold 1 more good of each kind. (Excess goods are returned to the general stock.)

Your Portfolio can have 2 cards +1 card for each Rubble set you have collected *(see sidebar)*.

If you want to play a card to your Portfolio when it is already at its capacity, you must first discard a card from your Portfolio.

If you discard a Ship to make room for a Noble, discard the goods on the dock beneath the Ship.

Example

Green already has 3 cards in his Portfolio and only 1 set of Rubble. He wants to play another card into his Portfolio. He must first discard one of the cards already there.

Note: If you don't have a free space on your board to place a Rubble cube you take, just discard the cube. You can never have more than 5 Rubble cubes of one kind.

Note: The gray arrow, with icon(s) on it, at the top or bottom of the cards shows you which end of the card you will tuck under your player board when you add it to your Portfolio.

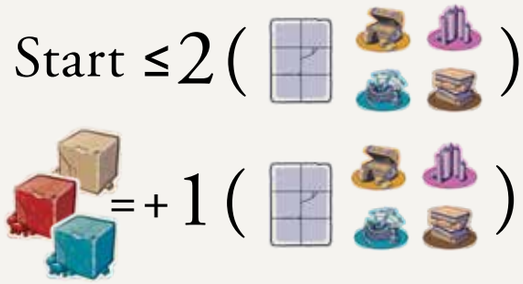


Rubble Sets for Reconstruction, or Gaiola Pombalina

*By proportionate use of rubble from each of the three disasters, you can build new buildings from a wooden frame embedded in masonry, which is resistant to **earthquake**, **fire**, and **tsunami**.*

Building stores *(page 17)* or opening Public Buildings *(page 20)* will reward you with rubble cubes.

Each set of 1 earthquake rubble, 1 fire rubble, and 1 tsunami rubble you complete **immediately** increases your Portfolio size and warehouse space.



When you complete a set, take the Rubble Set marker from the +1 space above the set to indicate that your Portfolio can hold 1 more card, and you can store 1 more of each type of good. Move the Rubble Set marker onto Marquis de Pombal's portrait on the gameboard. You will be able to discard it during the Take a Decree action to take another card. Decrees earn you wigs at the end of the game.





Example

*After placing the rubble to complete the set, **Green** can store 4 goods of each type, and can have 4 cards in his Portfolio (2+1+1). He moves the Rubble Set marker onto the Marquis' portrait. Later, he Takes a Decree, and opts to discard this marker to take a second Decree card (see **Take a decree,** page 19).*

Designer's Tip

After you play a card to your Portfolio, you must either **Sell Goods** or **Trade with the Nobles**, both of which **require at least one good**. Make sure that after getting the reward at the bottom of the card, you will have at least one good, or you cannot play the card into your Portfolio.

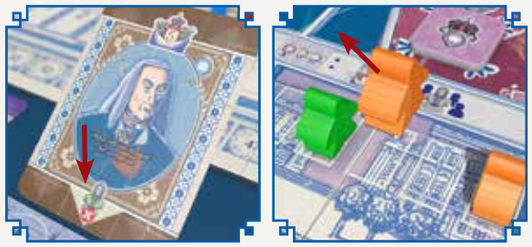
Playing a Noble Card into Your Portfolio – Examples

Reward Example: ***Purple*** *plays a Manuel da Maia card into her Portfolio. She tucks the card into a top slot of her player board, which covers a Gold icon, and she is rewarded with a Gold good tile. This card also provides her 3 Influence whenever she gains Influence. She chooses to use her new Gold to Trade with the Nobles (action 2).*



Purple *tucks the card into the top of her Portfolio and takes a gold. From now on, she will gain 3 Influence each time she gains Influence.*

Penalty Example: *When* ***Orange*** *plays this powerful 5-Influence Marquis card into his Portfolio, he has to take one of his Officials from the Nobles, if he has any. He takes one Official from any office/plaza to pay the card's penalty (if he had had no Officials in any offices/plazas, he wouldn't have had to take any at all!). He chooses to Sell Goods to increase his money (action 1).*



The event leads to a penalty instead of a reward. ***Orange*** *takes 1 Official from the King's office to tuck the card into his Portfolio.*

Playing a Treasury card into your Portfolio – Example

The Treasury value is 3 réis. ***Green*** *plays a Treasury card into his Portfolio, then takes 3 réis from the Royal Treasury, and moves the Treasury marker down one space. The lower part of this card depicts a real, which means that as long as this card is in his Portfolio, it is worth 1 real whenever he spends money for any reason. He then Trades with the Nobles (action 2).*



Green *receives 3 coins from the treasury and ends up with a permanent discount of 1 coin in his Portfolio. The treasury is now at 2 réis.*

Playing a Noble Card into Your Portfolio

Noble cards must be played in the **top slots** of your Portfolio. To play a Noble card into your Portfolio, perform the following steps:

1. **Receive the reward / pay the penalty** depicted at the bottom of the card. If the icon has a ⊗ over it, it is a **penalty**, and you must pay the depicted item instead of receiving it. If you cannot pay the penalty, you can still play the card. Cards with penalties provide you more Influence than the other cards from the same deck. *(See **Political Card descriptions,** page 7 of Player Aid book.)*
2. **Select an empty slot at the top of your player board** (it doesn't matter which one), or discard a card from one of the slots, then tuck the card under your player board, such that the reward/penalty icon on the bottom portion of the card is covered.
3. **Then** you **must** perform a **Sell Goods** action (action 1) **or** a **Trade with the Nobles** action (action 2).



Noble cards show the Influence the player may earn, and Treasury cards show a permanent money/sales benefit.

Playing a Treasury Card into Your Portfolio

Treasury cards must be played in the **bottom slots** of your Portfolio. To play a Treasury card into your Portfolio, perform the following steps:

1. **Immediately** receive a quantity of **réis from the Royal Treasury** equal to the Treasury value. This amount is indicated to the right of the Treasury marker.
2. **Move the Treasury marker down 1 space**, *because you have taken money from the Royal Treasury.* The treasury marker cannot go beyond the confines of its track.
3. **Select an empty slot at the bottom of your player board** (it doesn't matter which one), or discard a card from one of the slots, then tuck the card under your player board, such that the treasury icons are covered.
4. **Then you must** perform a **Sell Goods** action (action 1) **or** a **Trade with the Nobles** action (action 2).

Treasury cards also provide a money/sales benefit at the bottom of the card. This benefit remains active while the card is in your Portfolio, and it is cumulative with other Treasury cards you have in your Portfolio. *(See **Political Card descriptions,** page 7 of Player Aid book.)*

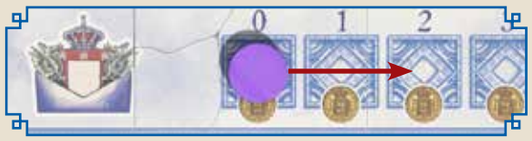
Before continuing with the rules of the game, you need to understand the concept of Influence. Influence is required to take some very important actions, and has great impact on many steps of the game.

INFLUENCE

One needs Influence in order to be accepted into the higher circles of the Crown. Influence is the best way, and sometimes the only way, to gain access to the Nobles and their benefits.

Gaining Influence

When you gain Influence, you always earn the total Influence depicted at the tops of the Noble and Ship cards in your Portfolio (i.e. on the cards in the top row). You indicate this by moving your Influence marker rightward on the Influence track.



Purple gained 2 Influence.

Important: Your Influence cannot exceed 10, and any excess beyond that goes to waste; however, each time you increase your Influence, if your Influence marker ends up on the Wig icon (the **10 space** of the Influence track), you gain 1 wig — even if your Influence was already 10 before the opportunity to gain Influence. Similarly, your Influence cannot go below 0; there is no penalty for having 0 Influence.

Gaining Influence – Example

Yellow receives a total of 5 Influence from her Noble card and her Ship card. Yellow already had 7 Influence, and 7 + 5 = 12. So, Yellow only gains 3 Influence, but because her Influence marker ended up on the Wig icon in the 10 space, she gains 1 wig.



The 2 main ways of gaining Influence are as follows:

1. When you Build a Ship *(see **Build Ship,** page 13).*
2. When Church Scoring occurs *(see **Church Scoring,** page 15).*

You can also gain Influence as a reward on a card or building space or a clergy tile.

Spending Influence

There are only 2 ways of spending Influence in the game:

1. Visiting a Noble *(see **Spending Influence to Visit a Noble,** page 16).*
2. Choosing to spend Influence instead of réis *(see below).*

Spending Influence instead of Réis

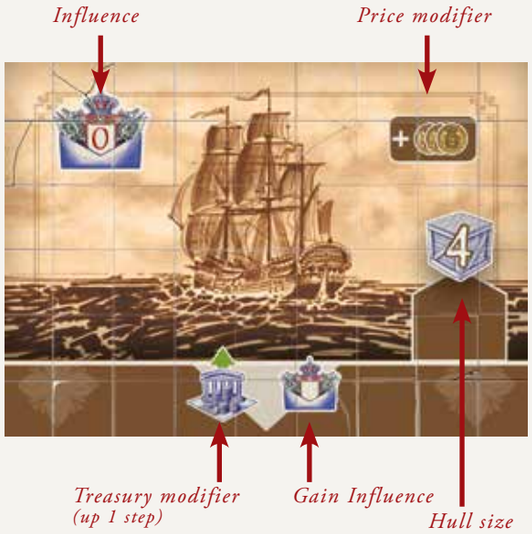
If you need to spend réis, you may opt to generate any portion of the money you need by spending Influence. For each real you wish to provide by spending Influence, move your Influence marker leftward on the Influence track until it reaches the next space depicting a real. While your Influence is at 0, you cannot generate any more réis this way.



Orange just generated 3 réis by spending Influence.

Ship Cards

There are 4 different Ship cards in the game. Ship cards are identified by their hull size and color.



ACTION 1: Sell Goods – Example

Books are worth 5 réis; cloth and gold, 4 réis; and tools, 3 réis.

Green decides to sell 2 gold to his own Ship for 8 réis. The red Ship pays +1 real per good, so he gets 10 réis; this Ship is now full.

Green also sells 2 books to Purple's Ship. Purple's Ship pays +2 réis per good, so Green gets a total of 14 réis for the 2 books; this Ship is not yet full.

Green also has a tool in his warehouses that he was hoping to sell, but he decides not to, so Purple's Ship does not set sail, giving her wigs. Green's Ship sails away and he gets 2 wigs.



Remember: Your Ships that are out to sea (i.e. the goods on the dock below them are face-down and thus packed up in crates) will return to dock with empty cargo holds at the beginning of your turn.



ACTION 1: SELL GOODS

Only Portugal's strong commerce with its colonies (especially Brazil) and Europe, made it possible to rebuild a completely wrecked city in a modern and enlightened way, and in such a short time.

When you take the Sell Goods action, you can sell one or more goods. Perform the following steps for each good you sell:

1. Choose a docked Ship (a Ship card in **any** player's Portfolio that still has space for goods).
2. Move a Good (Gold, Books, Cloth, or Tools) token from your warehouses onto an empty dock space below the Ship.
3. Receive money from the Royal Treasury equal to the Good's current market price, plus any modifier depicted on the Ship card.

The goods' market prices are indicated on the market track at the bottom of the board.





If the number of goods on the dock spaces below the Ship is equal to the Ship's hull size, the Ship immediately "sets sail", and the **Ship's owner** does the following:

1. Flip the goods tokens on the dock spaces below the Ship card face-down to show them packed up in crates.
2. Earn 1 wig per newly packed crate, as indicated on the crates.

You can sell **any number** of goods to any Ships (up to their capacity, of course). The number of goods each Ship can carry is limited by the Ship's hull size. Goods sold to a Ship remain face-up on the dock below the Ship until the Ship is full and sails away.





Why Each State Action Matters:



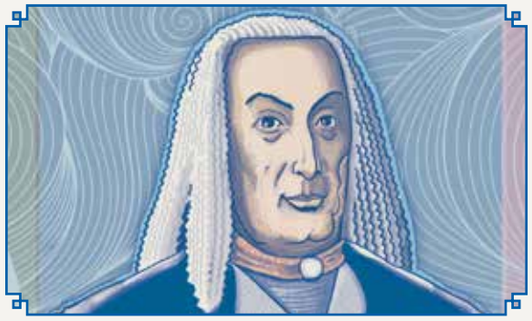
Office of Manuel da Maia (The Builder)



State Officials: You will send your State Officials to work in Public Buildings when you take the king's Noble action. Also, having your State Officials in a Noble's office makes it harder for other players to visit that Noble!



Plans: You will use your Plans to open Public Buildings when you take the king's Noble action. The number of State Officials depicted on a Plan tells you how many State Officials you will need to assign and/or hire to run the building. The more State Officials you send to work in Public Buildings, the better your chances for wigs at the end of the game.



Office of Marquis de Pombal (The Minister)



Ships: You gain Influence with your Ships, and any player can use them to sell goods, which will earn you wigs when the Ship is full and sets sail.



Produce goods: Goods can be spent to build Ships, can be traded to Nobles for State actions, and can be sold via Ships for money. You really must keep some on hand at all times. Goods are manufactured in your stores.



ACTION 2: TRADE WITH NOBLES

Nobles are able to make things happen much more quickly without having to wait for an official visit, especially in exchange for certain goods...

When you take the Trade with Nobles action, you trade **1 or 2** goods. Perform the following steps for **each good** you trade:

1. Select one of the six State actions that is not currently covered with a good.
2. Identify which Noble performs this State action, then take 1 of the type of good this Noble seeks from your warehouses, and cover the action. The goods each Noble accepts are as follows:



a. Manuel da Maia (the Builder) accepts **tools**, which represent creation and construction, **or gold**.



b. Marquis de Pombal (the Minister) accepts **books**, which represent wisdom and laws, **or gold.**



c. Rei D. José I (the King) accepts **cloth**, which represents vanity and royalty, or **gold.**

3. Perform the State action.



Find the 6 State actions on the white banners in Nobles' offices.





Offer a tool in exchange for a Plan.

Note: You cannot take the same State action twice in a single turn: Covering the first action with a good prevents it from being selected for the second action.

The State Actions



Office of Manuel da Maia (the Builder)



Recruit State Officials

State officials restored the order necessary for the Public Buildings to serve their function.

To recruit State Officials, move up to 2 State Officials of your color from your player board to 2 **different** Nobles' offices. If the office has no free space for your Official, determine which color has the most State Official meeples in that office, and move one of those to the plaza below the office. In a tie, move one of each tied color.







Acquire a Plan

Architects Carlos Mardel and Eugénio dos Santos drew up many plans for new buildings in an incredibly short time, like no others before or since, in the entire history of Portugal.

To acquire a Plan, perform the following steps:

1. Take the top Plan from either architect's stack.
2. Place it on the proper space on your player board, architect-side-up. You can have any number of Plans from both architects.





Office of Marquis de Pombal (the Minister)



Build a Ship

Exporting the majority of produced goods to Flanders, Great Britain, and Brazil helped pay for most of the reconstruction of Lisboa.

To build a Ship, perform the following steps:

1. Pay a number of **different** goods equal to the hull size of the Ship visible in the shipyard (or the difference in size if you are replacing a Ship in your Portfolio). *(Refer to the table above the shipyard.)*

> **Note:** When you replace a Ship, leave the old ship's cargo where it is, so it is automatically "loaded" onto the new ship.

2. Select an empty slot at the top of your player board (it doesn't matter which one) or discard a card from one of the slots, then tuck the new card under your player board, such that Treasury and Influence icons on the bottom portion of the card are covered.
3. Move the Treasury marker up 1 space, *because new Ships enable more commerce and increased revenue for the Crown.* The Treasury marker cannot go beyond the confines of its track.
4. Earn the total Influence depicted at the tops of the Noble and Ship cards in your Portfolio (i.e. on the 1–3 cards at the top of your player board) *(see **Gaining Influence,** page 10)*. **Include the new Ship's Influence in this total.**

Build a Ship – Example

***Yellow** plays a King card from her hand to her Portfolio and receives a gold as reward.*

Now she decides to take the Trade with Nobles action (action 2). With this action she can choose any of the 6 State actions in the Nobles' offices, provided she has the right goods to entice the Noble(s) in question.

She already has a Ship, but decides one isn't enough. She gives the Marquis a book, and he gives her access to the latest, greatest Ship.

The Ship under construction in the shipyard has a hull size of 2, so she will need to pay 2 different goods to get it. She pays the gold she just received plus a cloth to the general supply.

Now she moves the Ship to a slot at the top of her player board; however, her Portfolio was already at capacity from playing the King card into it. So, she must discard a card from her Portfolio before she can dock the Ship there; she opts to get rid of the King card she just played.

Finally, by covering the Influence and treasury icons at the bottom of the Ship card, she receives 4 Influence total from the two cards at the top of her player board, and moves the treasury marker up 1 space.

Now she could still offer a second good to take a second, different state action.



Plays a King card to her Portfolio and gets a gold.



Trades a book with the Marquis to allow her to build a Ship.



Pays 2 different goods to build a size-2 Ship.



Discards the King card because her Portfolio limit is only 2.



Moves the treasury marker up 1 space and gets 4 Influence.





Gives another good to take a second State action.

Build a Ship (Upgrade) – Example

***Orange** decides to upgrade his size-1 Ship by trading with the Marquis. He gives a gold to the Marquis.*

Because he is upgrading the Ship from hull size 1 to hull size 3, he must pay 2 different goods. He replaces his size-1 Ship at the top of his player board. He moves the Treasury marker up 1 space and gets 6 Influence: 1 from the new Ship card and 5 from a Marquis card still in his Portfolio.



Trades a Gold with the marquis to upgrade his Ship.



Pays 2 different goods to upgrade from a size-1 Ship to a size-3 Ship.







Resolves the Ship card: Moves the treasury marker up one space and gains Influence.



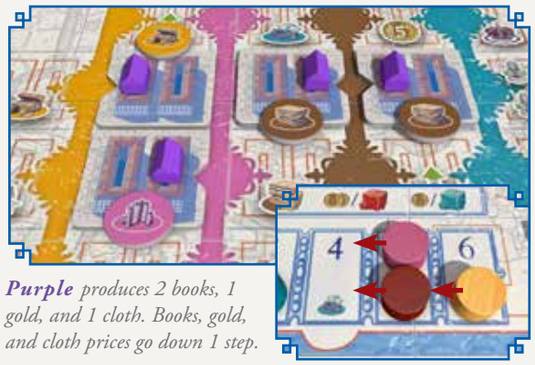
Replaces the old Ship.

Production – Example

*For her 4 stores, **Purple** receives 2 books, 1 gold, and 1 cloth. Because books, gold, and cloth were produced, the market prices for books, gold, and cloth go down 1 real.*

***Purple** has completed only 1 rubble set, so her warehouses can hold 3 of each type of good (2 + 1 rubble set). Nonetheless, in a later turn, she produces again, receiving another 2 books, 1 gold, and 1 cloth. She only has space for 3 of each type of good, so she returns the fourth book to the supply. Books, gold, and cloth go down 1 real in price.*

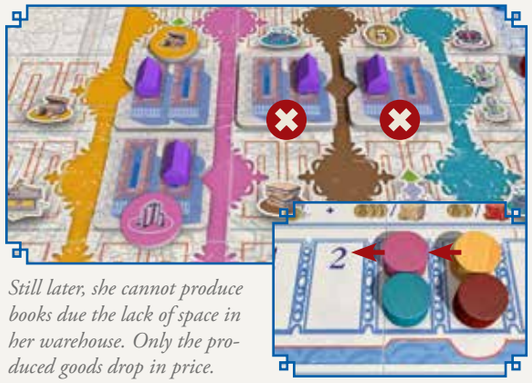
*In a still later turn, **Purple** produces one more time. She already has the maximum number of books, so none are produced. She takes 1 gold and 1 cloth, and the prices for gold and cloth drop 1 real; the price of books is unaffected because they were not produced.*



***Purple** produces 2 books, 1 gold, and 1 cloth. Books, gold, and cloth prices go down 1 step.*



Later, she produces 2 books, 1 gold, and 1 cloth. Due the limit of her warehouse she returns 1 book. All prices go down 1 step.



Still later, she cannot produce books due the lack of space in her warehouse. Only the produced goods drop in price.



Produce Goods

In old Lisboa, commerce had been somewhat unusual, mostly because of Portugal's great wealth from discoveries during the Renaissance. After the cataclysm, economic recovery was one of the Marquis' main political goals, so his initiative built factories and stores.

To produce goods, perform the following steps:

1. From each store you own, take 1 good of its business type (i.e. the street it is facing) from the general supply. If you receive more goods than you can store of any particular type, simply return the excess to the general supply.
2. Each type of good produced drops 1 real in price. Adjust its market price accordingly.

Remember: Each type of warehouse can hold a number of goods equal to 2 + the number of rubble sets you have completed *(see* **Rubble Sets for Reconstruction**, *page 9)*.

Note: The price drops for each **type** of good produced, not for each good produced. If a type of warehouse was full before you produced, such that you receive 0 of that type of good, that type of good is considered as not having been produced, and thus its price does not drop.

Prices never increase.



Office of Rei D. José I (the King)



Meet the Cardinal

The Church had a lot of power through the Jesuits during this time. That power was a menace to the Marquis de Pombal, so during his mandate, he did everything he could to weaken the power of the Church. Some of his actions were indisputably good, like ending the Inquisition.

To meet the Cardinal and get a Clergy tile, perform the following steps:

1. Advance the Cardinal meeple **clockwise** 1 or 2 spaces on the Clergy track around the Church (his spaces are the gaps between the Clergy tiles).
2. Take either one of the two Clergy tiles adjacent to the Cardinal, and place it face-up on an empty Clergy space on your player board. If you already have 4 tiles, **you cannot take this action!**
3. Check to see if the Cardinal landed on or passed over an icon *(see **Church Treasury icon** and **Church Influence icon**, next page)*.





Clergy Tiles



You can only have 4 of these tiles at any given moment of the game. Most of the Clergy tiles give you permanent benefits while on your player board. *(See **Clergy tiles descriptions,** page 5 of Player Aid book.)*

Cardinal Movement

There are two different icons that can move the Cardinal: As we just saw, the King's State action that lets you Meet the Cardinal has 2 arrows, which moves the Cardinal 1 or 2 spaces; however, some cards and land rewards depict this same icon with just a single arrow. This moves the Cardinal only 1 space.





Move 1 or 2 spaces

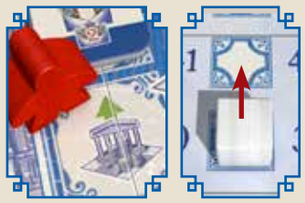


Move 1 space

Church Treasury Icon



If the Cardinal landed on or passed over the Treasury icon, move the Treasury marker up 1 space. The treasury marker cannot go beyond the confines of its track.



Church Influence Icon



If the Cardinal landed on or passed over the Influence icon, **Church Scoring** occurs at the end of the active player's turn. Lay the Cardinal down to remind you to do this.



Church Scoring



Church power is represented in the benefits of the Clergy tiles, and since the Marquis de Pombal sees that power as a threat to the Crown, you have the opportunity to show your support for the Marquis, and earn some Influence and wigs from the nobility, by renouncing one or more of those benefits.

Each player, starting with the player who moved the Cardinal, and going clockwise, decides whether to gain Influence. **If you choose to gain Influence,** perform the following steps to do so:

1. Discard 1 or more of your Clergy tiles.
2. Earn the wigs depicted on their backs.
3. Gain Influence *(see **Gaining Influence**, page 10).*

At the end of the player's turn stand the Cardinal up on his current space.





Note: if you have no Clergy tiles you can't participate in the Church Scoring, and you thus don't earn any Influence.

Church Scoring – Example

*To show his loyalty to the Marquis, and because he wants to Gain Influence, **Green** chooses one of the 2 Clergy tiles on his player board, scores the 2 wigs on its back and discard the tile. He could also score and discard the other tile if he wants. Now he receives 6 Influence given by the Noble and the Ship he has in the top row of his Portfolio.*



Green discards and scores one of his Clergy tiles.



He has 1 Ship and 1 Noble in the top of his Portfolio.



He Gains Influence, which earns him the total Influence from all the cards he has in the top of his Portfolio.



Get a Royal Favor

Nothing is more powerful than a favor from King D. José himself:

"I was a generous King and was aware of my power to speed up the rebuilding of the city." He also liked to give his friends extravagant gifts.

Each Royal Favor tile depicts one of the 3 Nobles, and allows you to take an extra action in that Noble's office during any other player's turn *(see **Follow a Visit**, next page).*

To get a Royal Favor, perform the following steps:

1. Take any type of Royal Favor tile that you do not already have and place it on the appropriate space on your player board.

Note: You can have only 1 Royal Favor tile for each Noble at any given time.





Why Each State Action Matters:



Office of D. José I (The King)



Meet the Cardinal: *Having Clergy tiles provides permanent benefits, but they can also be surrendered for wigs and Influence when the Cardinal passes the Influence icon.*



Get a Royal Favor: *Having a Royal Favor lets you Follow a visit to that Noble on someone else's turn. This means an extra action!*

The Marquis' and the King's Roles

Enlightenment ideals proved particularly useful in loosening the State's stranglehold on economic activities.

This was a period in which the King was directly involved in the creation of laws and regulations. The monarch acted as a legislator. Issues relating to overseas economic and political administration were also within the Crown's purview.

Reinforcement of royal authority in Portugal in the second half of the eighteenth century led to an increase in State control. The King would delegate certain tasks and functions to be performed by scattered individuals, who were then rewarded with royal favors.

But the King at this time had no love of making decisions, so he granted all these privileges to the Marquis of Pombal. The Marquis was keen on enlightenment notions pertaining to economy, natural resources, educational reform, and incentives to create new jobs. This resulted in a plethora of decrees, laws, and permits during his time governing.

This increase of State clout in the political decision-making process also shifted the balance of power in the relationship between the State and the Church toward the State.

In fact, this redefined relationship led to a general decrease in Church Influence over public and social domains, as well as substantial reduction of its privileges and immunities.

Follow a Visit – Example

Yellow *just visited the King. Now,* ***Purple*** *wants to Follow, so she returns her Royal Favor tile to the King's stack on the board, and Spends Influence.* ***Purple*** *can choose between Opening a Public Building, Getting a Royal Favor tile, or Meeting the Cardinal. She decides to Meet the Cardinal, to take a Clergy tile.*



Purple *returns the Royal Favor tile to the King.*



She chooses to Meet the cardinal.

Spending Influence – Example 1

Orange *plays a King card into the royal court. The King's office has 4 officials from other players and the Treasury marker is at +1, meaning that he needs to spend 5 Influence to visit the King. So, he moves his marker 5 spaces back on the Influence track.*







The Visit costs 5 Influence.



Spending 5 Influence from the Influence track.

Spending Influence – Example 2

Green *needs to spend 4 Influence to Visit a Noble, but he only has 2 Influence. He moves his Influence marker 2 steps to the left, and pays for the rest of the Influence cost by moving his score marker back 2 spaces.*



Paying for the first 2 Influence from the Influence track.



Paying last 2 Influence with wigs.



ACTION 3: VISIT A NOBLE

Visiting one of the 3 Nobles adds new paths to your strategy. Not only does it give you access to one of that Noble's State actions without trading a good, it also gives you access to his powerful Noble action. And nothing is more useful than aid from the most influential personalities of that time. But beware: Anyone with the right favor from the King can follow you right through the door to take advantage of your visit!

To Visit a Noble, perform the following steps:

1. Play a Noble card from your hand to the **Royal Court** on the gameboard.
2. Place your Courtier meeple atop the card as a reminder that it is your turn, in case other players follow your visit.
3. Spend Influence to Visit the Noble *(see* ***Spending Influence to Visit a Noble****, next column).*
4. Optionally, you **may** take either one of this Noble's State actions without having to pay a good.
5. And then, you **must** take the **Noble** action.

Remember: If you cannot fully perform the Noble action, you are not allowed to visit that Noble at all.



Purple *plays a card into the Royal Court and places her Courtier meeple on it.*



She Spends Influence.



She may take one of the 2 State actions, and then she must take the Noble action.

Follow a Visit

After you finish your Visit, each of your opponents (going clockwise from you) who has a Royal Favor tile corresponding to the Noble you visited may **Follow that Visit**. Anyone who decides to follow a visit must perform the following steps:

1. Return their Royal Favor tile to its stack.
2. Spend Influence to Visit the Noble *(see below).*
3. Then take **one** of the **three** actions this Noble offers: i.e. either the Noble action, or one of the two State actions for this Noble (without having to pay a good).

After each of your opponents has had a chance to Follow, return your Courtier meeple to its space at the edge of the Royal Court and discard your Noble card from the Royal Court. (As usual, the player to your left goes next.)



Spending Influence to Visit a Noble

In order to Visit a Noble or Follow a Visit, you must spend Influence by moving your Influence marker leftward on the Influence track. The amount of Influence you must spend is calculated as follows:

The Influence value to the left of the Treasury marker, plus the number of State Officials in that Noble's office (but not his office plaza) belonging to **other** players (including neutral ones in a 2-player game).

If the total is less than 0, treat it as 0.

If (and only if) you do not have enough Influence, you can pay the difference in wigs. 1 wig = 1 Influence.



This aid on the board reminds you of the Visit/Follow cost.



To Visit or Follow, ***Orange*** *would have to pay 4 Influence: 1 from the Treasury marker + 3 from opponents' officials in that Noble's office.*

THE NOBLE ACTIONS

Manuel da Maia (The Builder)





Build a Store

To build a store, perform the following steps:

1. Select an available City tile from the display. The space from which you take it dictates the type of business the store will be, and the street its entrance (notch) must face.
2. Select an empty land space touching the street that matches the business color from Step 1.
3. Get the reward depicted on the land space, then place the City tile on the space, with its entrance facing the appropriate street.
4. Take 1 Rubble cube from either the row or the column of that space (if there are any), and put it at the leftmost matching empty space on your player board (if there's no room, remove the cube from the game).
5. Pay for the land *(see **Calculating Land Price,** at right)* with réis.
6. Move a wooden house from your player board onto the City tile, close to the entrance *(see **Choosing Which Wooden House,** page 18).*
7. Earn wigs for building the store *(see **Earning Wigs for Your New Store,** page 18).*



Note: At the start of your turn, the display of available City tiles will have one tile on each space. Large City tiles are built on the square spaces of downtown. Small City tiles are built on the half-size spaces on the thin, rightmost column of the grid.

Note from the designer: There aren't any differences between the big city buildings and the small ones. I just wanted to keep the original city plan of Lisboa intact.

Calculating Land Price

The price of the land space on which you wish to build is equal to the current Treasury value to the right of the Treasury marker, plus the total cost of all remaining Rubble cubes in the land space's column and row of the city map (not on Public Building spaces).

Rubble costs are as follows:

Earthquake (brown) rubble costs 3 réis.

Fire (red) rubble costs 2 réis.

Tsunami (blue) rubble costs 1 real.



This aid on the board reminds you of the rubble costs.

Note: Be sure to check the Treasury cards in your Portfolio and Clergy tiles on your player board for applicable money or sales benefits!

Buy Land – Example

***Yellow** is building a bookstore on row E, and she already got the reward from the space. Before taking a Rubble cube, the plot of land would cost 15 réis: 3 réis (because the Treasury marker is on 3) + 9 réis (3 Earthquake rubble cubes × 3 réis) + 3 réis (3 Tsunami rubble cubes × 1 real).*

***Yellow** takes one of the Earthquake Rubble cubes, which not only helps her create a set of rubble, but also reduces her land cost by 3 réis. The final land cost will be 12 réis. She checks her Portfolio and player board for any money benefits, but there are none to be found.*



Treasury indicates 3 réis.



To the right there are 3 brown cubes (9 réis).



To the bottom of the column there are 3 blue cubes (3 réis).



She takes a brown cube to lower the cost by 3 réis.

Build a Store – Example

***Purple** selects the city tile from the Book (brown) space of the display, which therefore must face Rua Nova da Princesa (the brown street). After taking a Rubble cube from the row or column of the chosen space, getting the reward from the space and paying for the land, **Purple** places the new City tile as depicted below, then moves a wooden house from her player board onto the new City tile, marking the store as hers.*



Take a city tile from the display, from the color of your choice.



Choose a space next to the street of the same color.



Take a rubble from the row or column of the chosen space.





Get the reward from the land space and place the tile facing the correct street.



Pay réis for the land.



Place a wooden house on the building next to the entrance.

Manuel da Maia (The Builder)



(1677–1768)

Manuel da Maia was the kingdom's master builder. He had the responsibility of choosing, approving, and managing every new architectural project in the city. He also chose the architects and engineering teams involved in the projects. He immediately recruited two chief architects to rebuild Lisboa:

Architect Eugénio dos Santos, who was the main architect behind downtown projects and the Praça do Comércio, one of the most important works of Lisboa.

Architect Carlos Mardel, who was also the main architect of Ribeira das Naus, used to build the Ships headed for Brazil, and is credited for the Rossio and many other city projects since.

Downtown Stores

Rebuilding Lisboa was exactly what Manuel da Maia and his architects were asked to do, and they did so with extreme success, using very modern processes with military-grade organization and precision.

Stores opened in downtown buildings brought new life and commerce to the new city, nurturing and strengthening the fragile economy that remained after the destruction. Constructing a store is the first step to rebuilding the economy.

According to the new city plans, each street must only host businesses of certain related types. For example, only goldsmiths and watchmakers would have a storefront on Rua Aurea, and businesses of those types could only open a store on Rua Aurea.

During the reconstruction of the city, treasures were found in the wreckage. Many of them were claimed by the buyer of the land, and others were returned to the previous owners in exchange for a reward.

*Stores produce goods for you, and get you wigs for each **relevant Public Building** in its row and street (including future ones!)*



Public Building scoring a store on the same street.



Public Building scoring a store on the same row.

Choosing a Wooden House

On your player board, there are 3 groups of wooden houses, and each group grants you special abilities as you build the houses from it. Each group is completely independent of the other, and you must always take the bottommost house in whichever group you choose. Once you unlock a special ability, it remains unlocked until you replace it by reaching the next special ability in that group, which supersedes the previous one.

Left Group: 2 wooden houses

1. No new ability.



2. Allows you to spend réis instead of Influence (1 real = 1 Influence) in order to Visit (or Follow a Visit to) a Noble.

Example

***Orange** wants to visit the King, but the Treasury marker indicates 1 Influence, and there are 5 State Officials from other players at the King's office, for a total cost of 6 Influence. **Orange** only has 1 Influence. Fortunately, he has already built both houses from his left group, so he spends 1 Influence and 5 réis, and visits the King after all. If he had wanted to, he could even have paid entirely in réis, and saved his Influence for later.*







Middle Group: 3 wooden houses



1. When you build a Ship, pay 1 fewer good.

2. No new ability. #1 is still in effect.



3. When you build a Ship, don't pay any of the required goods; that is, you always get the Ship for free.

Example

***Green** trades a book to the Marquis to get a size-3 Ship. He has built 2 of the 3 houses from the middle group, so he pays 1 1 fewer good. **Green** only has to pay 2 different goods, instead of 3.*

Right Group: 3 wooden houses



1. When you Produce Goods, take one additional good of a **single** type that you produced (only if you have space in your warehouse).

2. No new ability. #1 is still in effect.



3. When you Produce Goods, take 1 additional good of **each** type that you produced (only if you have space in your warehouse).

Example

***Yellow** has only gold in her warehouse. She has 2 cloth stores, 1 book store, and 1 tool store, and has built all 3 houses from her right group. When she Produces Goods, she takes 3 cloth, 2 books, 2 tools.*



Earning Wigs for Your New Store

For this process, the only **relevant Public Buildings** are the Public Buildings (if any) with the **matching color and either in the same row** of your store, **or on the same street** that your store is facing; *these are the ones driving traffic to your new store.* There can at most be 3 relevant Public Buildings. One at the top, one at the left and another one at the right.

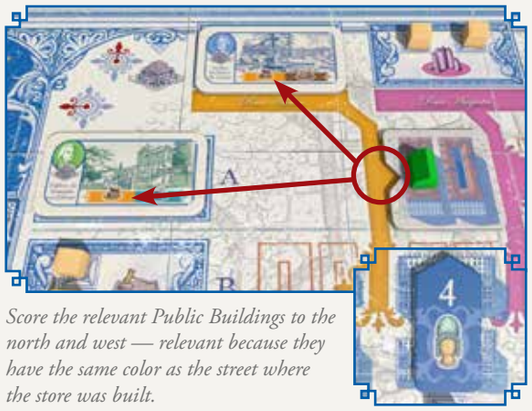
Calculate the number of wigs you earn as follows:

1. Find the large number on the scoring tile at the bottom of the column in which you built your store.
2. Multiply that value by the number of **relevant Public Buildings**.

Example

*The store that **Green** just built on the yellow street (which thus is a goldsmith) matches 2 **relevant Public Buildings** showing yellow, and the wig reward in the store's column is 4. 4 wigs per match × 2 matches = 8 wigs, so she earns 8 wigs.*

Note: Relevant Public Buildings will earn wigs for the store owners, even if the Public Building is built later than the store *(see **Open a Public Building**, page 20).*



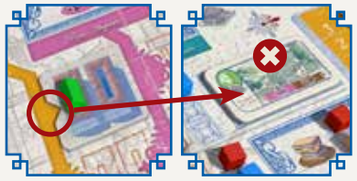
Score the relevant Public Buildings to the north and west — relevant because they have the same color as the street where the store was built.



West Public Building is relevant. Score it.



North Public Building is relevant. Score it.



East Public Building is irrelevant. Skip it.

Designer's Tip

Build Stores early in the game, to make sure you can produce goods whenever you need them. Since each store may have as many as 3 relevant Public Buildings in its row and street, you might score the same store up to 3 times. Building a store is a very strategic move. You may choose to do so for the reward you get from the land, for the type of goods you want to produce, for the wigs earned from Public Buildings, or even for the decrees or majorities at the end of the game. Use a combination of a few of these variables to determine the optimal move for you.

Marquis de Pombal (The Minister)





Take a Decree

Decrees earn you wigs at the end of the game, if you meet their criteria.

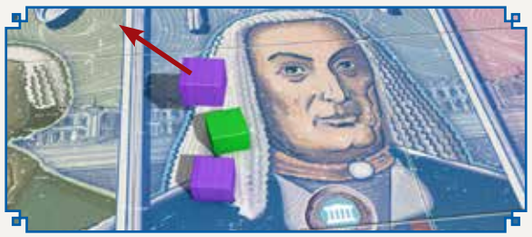
Simply select one of the Decree cards from the display and place it face-up next to your player board.

If you have a Rubble Set marker on the marquis you may discard it to take an extra decree. You cannot discard more than one Rubble Set marker per turn.

- Your Decree cards are always visible to all players.
- Only you can score for your Decree cards; they do not reward other players.
- There is no limit to the number of Decrees you may own. (*See **Decree Cards descriptions**, page 6 of Player Aid book.*)

Use a Rubble Set Marker to Take an Extra Decree – Example

***Purple** played a Marquis card to the Royal Court. She must take a decree as the Noble action. She also has 2 Rubble Set markers on the Marquis. After taking one decree, she discards one of the markers to take another decree from the display. She can't discard the 2nd marker, because she can only discard one Rubble Set marker cube per turn, and thus it is not possible to get more than one extra decree per turn.*



Marquis de Pombal (The Minister)



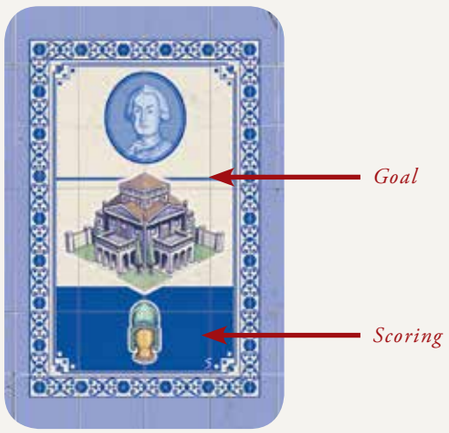
(1699–1782)

Sebastião José de Carvalho e Melo was the minister of foreign affairs and later the prime minister of Portugal. He was the head of the government from 1755 to 1777. This nobleman was responsible for Lisboa being rebuilt in a way that embraced new Enlightenment political ideals. His politics were heavily Influenced by innovative mercantilist ideas on free trade and regulated commercial activity; he adopted such notions from England, and he adapted military organizational ideas from the Austro-Hungarian empire where he worked a number of years as an ambassador. His Enlightenment ideals also helped him crush the opposition and suppress criticism about consolidating personal power and profit. Melo implemented great economic and financial reform by creating several companies and guilds to regulate every commercial activity. He demarcated the region for production of port, which was the first attempt to control wine quality and production in Europe.

In the days after the earthquake, when someone asked him what will happen now, he answered simply, "Now we bury the dead and take care of the living."

The Decrees

As a man of state, Marquis de Pombal was the man who really ruled the country. He was the one who dictated the rules of the game.



At the end of the game, this Decree rewards 1 wig for each opened Public Building from the Blue architect.

D. José I (The King)



(1714–1777)

After the earthquake, the King, a very religious man, feared that divine intervention could repeat those terrible events. So, he moved the royal court to a wooden palace on top of a hill in Lisboa. The new palace was called the Real Barraca (Royal Tent), and soon wooden houses become trendy. (The Real Barraca went up in flames 40 years later.)

Because he could not face all the tragedy and devastation, the King gave full powers to Minister Sebastião José de Carvalho e Melo, future Marquis of Pombal, to run the city and the country. After that, public appearances from the King and Queen were often related with openings of new buildings, visits to the opera, or hunting.

Public Buildings

In the wake of the destruction, the King is more than happy to perform a ribbon-cutting for the opening of a new Public Building, which will revitalize downtown and attract people to reconstructed stores.

When you Open a Public Building, you stimulate growth of the downtown, which earns wigs for the owners of the stores helped by the new traffic. This doesn't merely increase traffic to the stores, it also shapes the nature of the traffic to those stores, so your choice of Public Building and its location will have a hand in the success or failure of any given business in the neighborhood....

Opening a Public Building also completes the architect's Plan and creates new jobs for State Officials. Putting more people to work than your opponents will earn you wigs at the end of the game.



Available Public Buildings *Future Public Buildings*

D. José I (The King)





Open a Public Building

Public Buildings determine which stores will score. Once opened, they score all stores matching one of their two colors in the same row, or all stores facing their same street.

To Open a Public Building, you must have a Plan from the architect who designed the Public Building you wish to open, and the number of State Officials indicated on the Plan in Nobles' offices (and/or plazas), or at least enough réis needed to hire the rest.

To open a Public Building, perform the following steps:

1. Select a Public Construction Site space at the west, north, or east side of downtown.

Note: A Public Building along the north side of downtown must have a color that matches the street on which it sits. The space itself is this color, too, so you can't miss it.

2. Take both Rubble cubes from the space, and place them at the leftmost matching empty spaces on your player board, then take the reward depicted on the construction site space.
3. Select and show the other players any one of your incomplete Plans, and then take the available Public Building tile matching that architect and place it on the space, (be careful not to flip it over to the other architect's side).
4. Return a number of your State Officials, indicated on the chosen Plan, from the Nobles' offices/plazas to your player board. If you don't have enough there, you can hire the rest (*see **Hiring State Officials**, next page*).
5. Flip the used Plan tile and place it on the Completed Plans space on your player board.
6. For an east or west Public Building, **the owner of each store** in the same row earns wigs if the store faces a street of any of the colors on the Public Building. For a north Public Building, **the owner of each store** facing its street earns wigs. The number of wigs a store earns its owner is the large number on the Scoring tile at the bottom of the store's column.
7. Finally, move the top tile from the architect's stack of Public Buildings to the newly empty space.



***Yellow** just opened this Public Building. It scores all cloth stores (pink street) and bookstores (brown street) in the same row.*



*Regardless of who opened the Public Building, the owners of the matching stores score. So, **Yellow** scores 2 stores, **Green** scores 1 store, and **Purple** scores none.*



The top tile from the chosen architect's stack is moved to fill the empty space with a new Public Building.

Hiring State Officials

After such a catastrophe, many people lost their jobs, but the rebuilding of the city and the opening of a new Public Buildings bring the fresh fragrance of employment opportunities, which readily draws prospective workers. So don't worry if you have insufficient State Officials working for the Nobles: Surely you can hire the rest for the going wages…

Each Plan tile depicts the number of State Officials required to operate the building according to the architect's vision. You must reassign that many of your State Officials from the Nobles' offices/plazas to the new Public Building at the opening.

If (and only if) you do not have enough State Officials available among the Nobles' offices and plazas, then you may hire the rest of the State Officials at the last minute.

The price for each new hire is equal to the current Treasury value, which is to the right of the Treasury marker.

Hiring State Officials – Example

In order to open this blue architect's Public Building, using this Plan from the blue architect, ***Orange*** *would need to provide 3 State Officials. He has 1 State Official in a Noble's office and 1 in a Noble's plaza. He must use those 2, and then he can hire the third one to satisfy the requirements of the Plan. Hiring that State Official costs him 5 réis, because that is the current Treasury value.*

He also looks at his Portfolio and Clergy tiles to make sure he doesn't have any benefit that affects the number of officials needed, or the price to hire them on the spot.



The Plan requires 3 Officials.



Orange *takes 2 from Offices/ Plazas and hires 1 more.*

ACTION 4: SPONSOR AN EVENT

To Sponsor an Event depicted on a Treasury card in your hand, perform the following steps:

1. Play the Treasury card from your hand to the Royal Court.
2. Pay réis equal to the current Treasury value.
3. Perform the action / receive the reward depicted in the center of the Treasury card. (*See* ***Actions from Treasury Cards****, page 7 of Player Aid book.)*



TAKE A POLITICAL CARD

To finish your turn, take any face-up Political card from the Political card display. This brings your hand back up to 5 cards.

Remember: Each deck has only one type of cards. From left to right you will find the Manuel's deck, the Marquis' deck, the King's deck, and the Treasury deck.



Open a Public Building – Example

Purple *has a Plan from the blue architect, and thus decides to Open a Public Building designed by the blue architect. After she makes sure the Public Building tile is relevant to gold stores (the business she wants to score), she takes both Rubble cubes from the space where she wants to build, along with the gold depicted in that space as the ruins reward, and she places them in their proper places on her player board.*

Then she takes the blue architect's available Public Building tile and places it on the now empty space. The Plan tells her that 2 State Officials will be required to run this building. So, she moves those officials from the office(s) and/or plaza(s) of any Noble(s) back to her player board, and flips the Plan face-down, placing it in the appropriate space of her player board.

Now it's time to score: There are 4 Gold stores facing Rua Áurea. On the west side of the street, there is 1 of ***Purple's*** *and 1 of* ***Green's****; each of these is worth 3 wigs, as indicated by the tile at the bottom of those stores' column. On the east side of the street,* ***Yellow*** *and* ***Purple*** *each have 1 store, worth 4 wigs each. So,* ***Purple*** *earns 7 wigs (3+4);* ***Yellow****, 4 wigs; and* ***Green****, 3 wigs.*

To finalize her action, she moves the top Public Building tile from the blue architect into the empty space of the display.



Purple *chooses the space to build, takes the reward and both Rubble cubes from the space and places them on her player board.*



She takes the chosen building, returns the number of officials stated in the Plan from any offices/plazas, and flips the used Plan.



Score all the stores in the same street of the Public Building. Then, the top Public Building of the same architect becomes available.

END OF TURN

· Reveal a New Political Card:
If any, flip the top card of the deck face-up to reveal a replacement for the card you took.

· Refill the City Tile Display:
Refill any empty spaces in the City tile display.

· Refill the Church Track:
Refill any empty Clergy tile spaces on the Church track from the bag of Clergy tiles.

· Refill the Decrees Display:
Refill any empty spaces of the Decree card display with new cards from the deck. There should be 8 cards.

· Remove Goods from the State Actions:
Return any goods on the State actions to the general supply. There would be a good on 1–2 State actions if you took the Trade with Nobles action this turn.

Note: There are always 2 Public Buildings available, because you fill the Public Building space as soon as you take one. So, you never need to refill the Public Building display at the end of the turn.

Rubble Sets, Revisited

Stored rubble sets contribute to the reconstruction of the city, and their clever use in the robust Gaiola Pombalina structural design pleases the Marquis.

You have spaces on your player board for 5 sets of rubble that you can complete during the game. In addition to the Portfolio and warehouse capacity benefits this gives you *(see **Rubble Sets for Reconstruction,** page 9)*, completing sets also helps set the pace for the game. If you complete your 2nd set of rubble, the End of the Period is triggered. In the same way, if you complete your 4th set of rubble, the End of the Game is triggered.

Furthermore, each set of rubble you complete is worth 3 wigs both at the End of the Period and at the End of the Game.

END OF PERIOD

As soon as anyone completes their 2nd set of rubble or 3 Political card decks in the display are empty, finish the current **turn**, discard all the remaining cards in the display, then perform the following steps:

1. Each player receives 3 wigs for each set of Rubble cubes on their player board.
2. Discard any Ship cards remaining in the shipyard. Replace them with the purple size-3 and brown size-4 Ship cards, with the purple size-3 Ship(s) on top.
3. Starting with the player who triggered the end of the period and following in clockwise order, each player may discard any number of cards from their hand. Each player earns the reward at the bottom of **one** of **each type** of **Noble** card discarded this way. (Ignore penalties).
4. Each player draws back up to a 5-card hand from the purple Political card deck (1763–1768). Return the remaining cards to the box.
5. Prepare the brown Political card deck (1769–1777) the same way you prepared the red Political card deck (1757–1763) at the start of the game.

If needed refill the Church track and Decrees display. Then continue play from the next player in turn order.

Example

***Green** follows **Yellow's** visit, and triggers the end of the period by taking a Rubble cube and completing his 2nd rubble set.*

*After each player earns 3 wigs for each rubble set on their player board, **Green** discards first (because he triggered the end of the period). He discards 2 King cards and 1 Treasury card. He receives the reward from only one of the King cards.*

***Purple** is next in turn order, and she discards 1 King card, 1 Marquis card, and 2 Manuel da Maia cards. Thus, she receives the reward from the King card, the reward from the Marquis card, and the reward from one of the Manuel da Maia cards.*

***Yellow** is next, she discards 2 Treasury cards, which provides no reward.*

***Orange** discards no cards.*

Finally, each player fills their hand back to 5 cards by drawing from the purple (1763–1768) deck.

*After all steps are done, **Orange** starts the new period because he is after **Yellow** in turn order, and the first period ended during **Yellow's** turn.*

END OF THE GAME

As soon as anyone completes 4 sets of Rubble, or once again 3 Political card decks in the display are empty, finish the current **round**, so all players have taken the same number of turns in the game.

Then, play a final round and perform the endgame scoring.

Example

***Yellow** has the Starting Player tile. **Green** is at her right so he is the last player in the round. After **Green** has taken his last turn, **Yellow** begins a final round in which each player takes one more turn, and then the endgame scoring takes place.*



ENDGAME SCORING

To your total wigs on the score track, add the following:



1. Wigs equal to the sum of the hull sizes of the Ships in your Portfolio.

Example

Green has 1 size-2 Ship and 2 size-3 Ships. He gets 8 wigs.



2. 3 Wigs for each completed set of Rubble cubes.

Example

Orange ended the game with 3 completed sets of rubble, he gets 9 wigs.



3. Wigs for having more stores of a type than your opponents, per the following table:

If you have no stores of a particular type, you earn no wigs for that type.

In a 2-player game count only 'The most' and the '3rd-most' positions.

Player / Stores	The most	2nd-most	3rd-most
Gold	3 wigs	2 wigs	1 wig
Tool	6 wigs	3 wigs	1 wig
Book	9 wigs	6 wigs	3 wigs
Cloth	9 wigs	6 wigs	3 wigs

Example

Green has 5 tool stores, Orange has 2, and Purple and Yellow have none. Green gets 6 wigs, Orange gets 3 wigs, but Purple and Yellow get none, because they had no tool stores.

In a tie, add the tied places, then divide the points among the tied players, rounded down.

Example

Purple has 4 cloth stores, Yellow and Orange both have 3, and Green has 1. Purple gets 9 wigs, Yellow and Orange are tied, so they each get (6 + 3) ÷ 2 = 4 wigs, and Green gets none.



4. Cash out your Influence for réis, then earn 1 Wig for each 5 réis you have (rounded down). Do not move the Influence marker.

Example

Purple has 13 réis in her hand, but she also has 4 réis on the Influence track. So she scores 3 wigs.





5. Wigs from your Decree cards that you fulfill. Nobody else can score from your Decree cards.

Example

*Yellow has 2 decrees, one that gives her 2 wigs and another one that gives her 6 wigs. (See **Decree Cards descriptions**, page 6 of Player Aid book.)*



6. Wigs for having put more State Officials to work in Public Buildings than your opponents (simply count the total number of State Officials depicted on your completed Plans), per the following table:

If you have no completed Plans, you earn no wigs for this.

Player / Game	The most	2nd-most	3rd-most
3–4 players	15 wigs	10 wigs	5 wigs
2 players	15 wigs	5 wigs	

In a tie, add the tied places, then divide the points among the tied players, rounded down.

Example

At the end of the game, Orange has completed Plans that put a total of 8 State Officials to work in Public Buildings. Green and Yellow have each completed Plans with 5 State Officials, and Purple only completed one Plan for 3 Officials. Since this is a 4-player game, Orange earns 15 wigs, Green and Yellow each earn (10 + 5) ÷ 2 = 7 wigs, and Purple earns none.



7. 2 wigs for each Royal Favor tile you have on your board.

Example

Green has a Royal Favor from the King and another one from the Marquis. This will gets him 4 wigs.

Use any marker on the icons in the bottom-right corner of the gameboard to track the endgame scoring.



Tiebreakers:

1. The player with the most sets of rubble.
2. The player with the most stores.
3. The player with the most completed Plans.
4. The player with the most money.

If it is still a tie after all that, the tied players must rest with the satisfaction that they rebuilt a devastated Lisboa into a great city.



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