Río de la Plata 2.03

A GAME BY **MICHELE QUONDAM**

150' | 2-5 | 13+ | ENG

In 1536 Pedro de Mendoza founded the city of Buenos Aires along the Rio de la Plata river. After five years, the settlers were forced to leave the city exhausted by difficulties and the continuous attacks from the Querandies natives. A few days later that city was burnt and destroyed. About 50 years later, Juan Garay leads a new expedition and the city of Buenos Aires is built again. The challenge is as tough as the first time: the resources are meagre and the natives not so friendly. Moreover, the Corsairs, paid by the English Crown, menace the Spanish settlement. Will the new settlement manage to survive?

Rio de la Plata is a strategic game where players represent the leaders of the Spanish settlers' families that founded the city of Buenos Aires. They will have to collaborate in order to defend themselves and develop the city, but will be in competition to get the needed reputation to obtain the more prestigious political offices or the title of Governor. The reputation is based **on the victory points (VP)** and the player with the most VPs at the end will be the winner.

GAME DURATION

In Normal Version, game is played over 20 turns, representing the 20 years from 1580 to 1599. In Short Version it lasts 15 years from 1580 to 1594 (see Variants). The game turn progress is shown by the purple time marker on the turn track on the board.

HOW TO LEARN THE GAME

Rio de la Plata provides a system to help players to learn the game, applying some modifications depending on player skill on startup resources and on War troop number. There are three game categories: for **beginner** *(first play at Rio de la Plata),* **intermediate** *(after 1-2 plays), or* **expert** *players. Choose yours!*

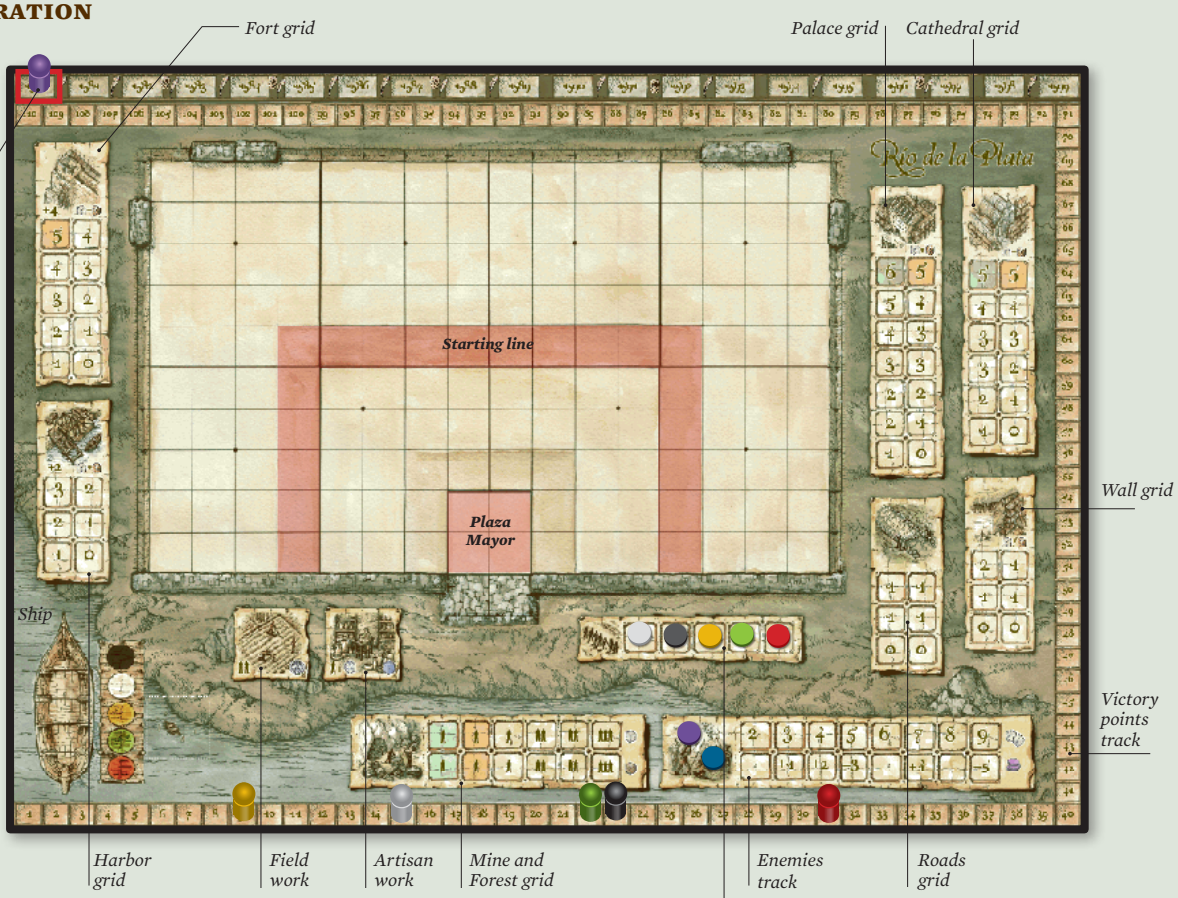
It's also important to consider certain significant points about this game:

- *Usually the first game lasts 3-4 hours.*
- *Many victory points are scored at the game end. Without knowing how they are scored, a player cannot construct a sensible strategy. So to learn the game, players need to play a whole game.*
- *Wars have a big impact on the game. If players don't know how they work and if they are not prepared to defend the city, the first war can be really destructive.*

GAME PREPARATION

1. *Open the board and place it at the centre of the table*
2. *Place the time marker on the turn track on the year 1580 (first game turn)*
3. *Each player takes 10 workers of their chosen color and some stone and wood resource cubes, and silver coins depending on game type:*

BEGINNERS: *4 wood, 4 stones, 4 silver coins.*
INTERMEDIATES: *3 wood, 3 stones, 3 silver coins.*
EXPERTS: *2 wood, 2 stones, 2 silver coins.*





10 workers (yellow player)



stone (white) and wood (brown) resource cubes

4. *The character tiles and the other game components are placed to one side of the board acting as Bank.*



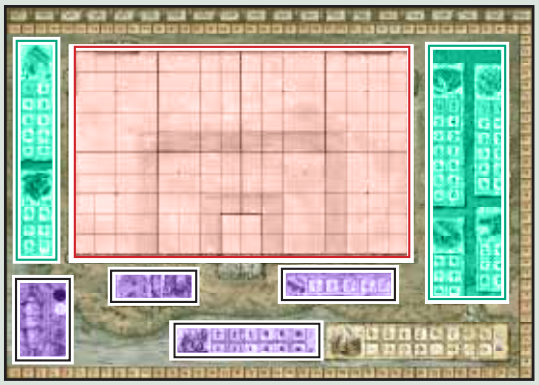
5. *The playing order is determined randomly (use 1 worker on track to show it). The last player of the first turn will receive +1 wood and +1 stone resource cubes as bonus*



6. *The game starts with the first player turn*

WHERE TO PLACE THE WORKERS: THE THREE BOARD ZONES

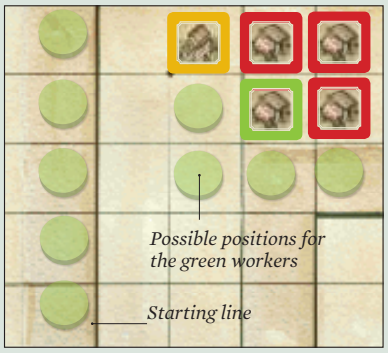
Inside the city map (red zone)
With this action the players build minor constructions. Some of those buildings can produce effects, if activated with workers.



On the building grids outside the city (green zone)
The workers are used to create Major buildings

On other areas (purple zone)
Various applications, from resource production to gain silver coins

ADJACENCY AND WORKERS



The green player can place his workers adjacent to his hut (or house) or on the starting line. The illustration shows all the possible positions for the workers.

GAME SEQUENCE

During each turn the following three phases take place:

A | Worker placement
B | Effects of the workers
C | End of turn checks and war

Following the Player Order each player has to complete his Placement phase. After all players have done this, the first phase ends and the second phase begins. This second phase is also completed in the same manner (in player order).

A | WORKER PLACEMENT

Each player has **9 workers** available during the play. They are shown in the tables with the symbol 🧍. These markers represent the workforce of the settler's house that the player is managing. They are used in every action of the game, including combat, and it is important to manage them well.
In Worker Placement Phase it is possible to place **up to 5 workers** on the board. A player places all his desired workers and then the following player will do likewise and so on. If a player cannot or does not want to place all 5, he can place a lower number.
The workers can be placed in the three zones of the board:

1) INSIDE THE CITY MAP,
2) ON THE BUILDING GRIDS OUTSIDE THE CITY
3) ON OTHER AREAS

1) INSIDE THE CITY MAP

The workers are placed in the city map in order to produce some effect in the second game Phase, for example a **Minor Building** construction or a building **activation**.

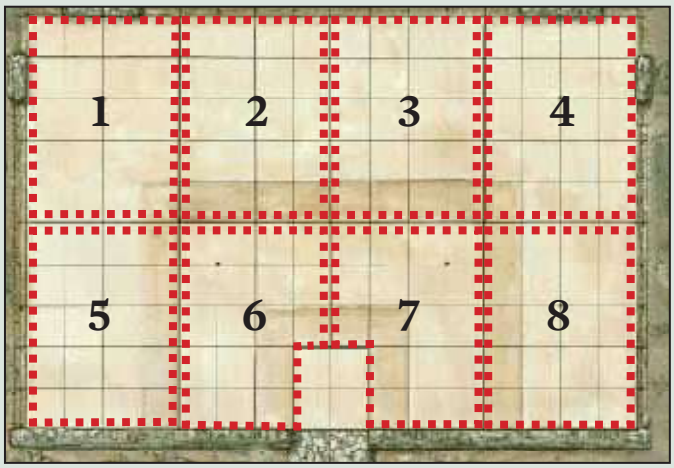
The following general rules apply:
• The workers must be placed in a space **adjacent** to a player's hut or house or in a space of the **Starting Line** (refer to "Adjacency and Workers"). Consequently, during the first turn they will be placed in the spaces of the starting line and then the players will expand around their buildings.
• It is not possible to have more **than 3 workers in a single space.**
• It is not possible to have **workers of different colors in the same space** except during combat (see "The war" section) or when they are used to activate a minor building connected by roads (see "Minor building effects" section).
• It is not possible to create buildings in the **Plaza Mayor**: it has to remain free of buildings throughout the game.
• It is only possible to create **1 building per turn** in a given space. Therefore, it is not possible to create a house in a single turn: first a Hut has to be created (that is the requirement for the house) and in the following turn the House. On other hand it's possible to use two workers to make with the first one a Carpenter, for example, and use the second worker to activate it in the same turn (if possible).
• Workers placed in a space in the city without building **can be removed** by another player during his turn on the condition that they are replaced by twice as many of his own workers.
During the substitution one of the replacement workers is sacrificed and therefore removed.
Example: there are 2 green workers on a space and the black player wants to occupy it. To do so, he has to place 4 workers. If he does that, the 2 green workers and one black worker are removed: 3 black workers will remain in the space.
Removed and sacrificed workers are returned to the respective players.

MINOR BUILDING CHARACTERISTICS.
These need workers and resources to be created in the second game Phase. The cheapest one is the Hut, which requires two workers.
Note: When players want to create a building, they only need to place workers on the map in the Placement Phase; they do not need to place the resources used to build the building, that will be done in the Effect Phase

MINOR BUILDING CHARACTERISTICS

BUILDING	VP	REQUIREMENT	COST	ACTIVATION
Hut	-	-	2 🧍	-
House	-	*Hut*	1 🧍 1 🟫 1 ⬜	-
Stonecutter	-	-	1 🧍 2 🟫	1 🧍 +1 ⬜ =3 ⬜
Carpenter	-	-	1 🧍 2 ⬜	1 🧍 + 1 🟫 = 3 🟫
Market	-	-	2 🧍 2 🟫 2 ⬜	1 🧍 +1 (⬜ or 🟫) = 1 ⚫ 1 🧍 + 1 🟦 =2 ⚫
Corporation	-	*Market*	2 🧍 2 🟫 2 ⬜ 1 🟦	*as the market +2* ⚫
Square	*6*	*5 buildings*	1 🧍 1 ⚫ 1 🟦	-
Monument	*3*	*Square*	2 🧍 1 ⬜ 1 🟦	-
Garden	*3*	*Square*	2 🧍 1 🟫 1 🟦	-
Barracks	*6*	-	2 🧍 3 🟫 2 ⬜ 1 🟦	*dominance*
Church	*3*	-	2 🧍 1 🟫 2 ⬜ 1 🟦	1 🧍 + 1 ⚫ = 2 VP *(3 VP with the Cathedral)*

THE CITY DISTRICTS



The City is divided into 8 districts. Each district has a centre marked with a black dot.

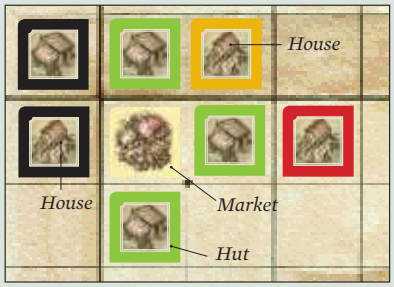
Buildings in a district at the end of the game generate VPs based on the houses the players have in that district.

The Square, Monument, Garden, Barracks and Church provide VPs when they are created.
Some buildings (House, Corporation, Square, Monument and Garden) have pre-requisites: the House can be created in a space only if on that space there is a Hut; the Corporation requires a Market; the Monument and the Garden both require a Square. The Square can be built only in a space surrounded by 5 minor buildings (except other squares) or walls. The table on the player reference sheets summarizes this information for the minor building.

The following rules apply to buildings:
• There **can be only 1** Church, Garden, Monument and Barracks building in each district of the City.
•If **no more tiles** of a building type are available, this building cannot be built until one is returned to the supply. However, it is always possible to flip a tile already on the city map and build the building type on the other side.
For example, it could be that there are no more monument tiles in the supply but there may be one on the back of an existing Square already on the city map.

Minor building activation. Some of the minor buildings can be activated to produce an effect in second game Phase. With the exception of the Barracks, which is always active, the other buildings require a worker to be activated.
The following rules apply to effects and their activation:
• The minor buildings can normally be activated **only once per game turn**. If the district where the building is located is connected by a road to the Plaza Mayor, the building can be activated **twice per game turn**.
• It is not possible to place/have more workers on a building than the building's maximum number of activations per turn: if that happens, the excess markers must be removed immediately from the board and returned to the owning player (see FAQ for some example of this situation).
• Excluding Houses and Huts, in order to place a worker on a building, a player must have one of their Houses already adjacent to the building..

BUILDING ACTIVATION



The market can be activated by placing a worker on it. The building is not available to all the players, but only to the yellow and black players, as they have a house adjacent to the market. The red player does not have houses adjacent to the market while the green one has only huts.

• Excluding Houses and Huts, the minor buildings are not the property of a single player and can be activated by all.

Description of activation characteristics:



Hut, House, Square, Monument and **Garden** cannot be activated.



Stonecutter: Placing a worker on the stonecutter enables 3 stone resources to be produced from 1 stone resource.



Carpenter: Placing a worker on the carpenter enables 3 wood resources to be produced from 1 wood resource.



Market: Placing a worker on the market produces a silver coin in exchange for one wood or stone resource, or 2 silver coins for a precious resource.



Corporation: Placing a worker on the corporation produces 3 silver coins in exchange for one wood or stone resource, or 4 silver coins for a precious resource.



Barracks: During combat, it provides dominance to all the defenders in its district (see "War" section). It does not require activation.



Church: By placing a worker on the church and paying 1 silver coin, the player gains 2 VPs. If the Cathedral has already been built in the City, 3 VPs are gained instead for the church.

2. On the building grids outside the city

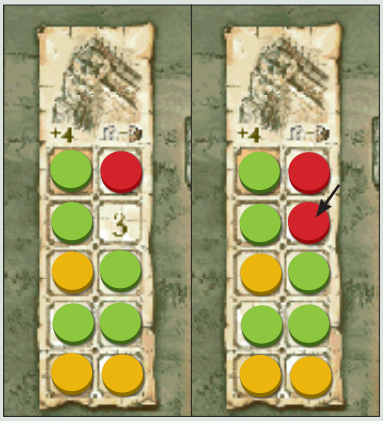
This action is used to create the most important buildings in the City, called Major Buildings. They are: the Palace, the Cathedral, the Harbor, the Fort, the walls and the roads. The construction of these buildings can be very expensive and generally the collaboration of other players is needed to complete a **Major building**. Each Major building has its own construction grid on the board. In order to create a Major building the workers are placed in the empty spaces of the building's grid. Some spaces of the grid are only used in games with 4 or 5 players (those spaces are marked in orange for games with 4 or 5 players and in green for games with 5 players). When all the spaces in the grid are occupied and have been paid for in resources, the building is completed at the start of the Effect Phase of that turn.
For all the Major buildings, with the exception of roads, placing a worker in a space has a cost in resources that need to be paid within the Effect Phase end. Players can advance the cost in the placement phase: in this case, they simply have to place the worker on the grid. Alternatively, they can pay the cost in Effect Phase: in this case they have to place the worker on the grid with a cube from the bank on it. This means that the player still needs to pay the cost in the Effect phase. If the player will not have the resource to pay the cost within his turn of Effect Phase, the worker will be considered ineffective and will return to the player supply. In this case the player will lose 3 VPs as penalty for each ineffective worker.
The grid cost is indicated on the grid on the game board and later in the description of the buildings.
Example: the Fort has a cost of 1 wood and 1 stone resource for each space. Consequently in order to place 2 workers in two of the spaces of the grid, the player has to pay 2 wood and 2 stone resources.
The workers, once correctly placed, stay on the grid and are only removed when the building is completed, that is, when all the spaces are filled. **Since the number of workers per player is limited the players will have to be careful not to disperse their efforts on too many buildings at once.** The numbers in the spaces of the grids represent the **VPs** the player will receive in the Effect

HOW TO BUILD A MAJOR BUILDING



On the left. *The green player places a worker in the space on the top left of the Fort Grid. In Effect Phase, he pays 1 stone and 1 wood.*

On the right. *The red player makes the same move and chooses a 4 point space. The two workers will remain on the board until the building is completed.*



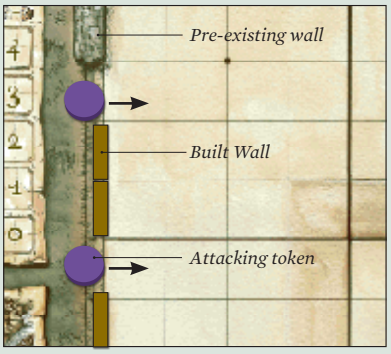
On the left. *After a few game turns the Fort grid is almost completed. The last space left is worth 3 points (it can be useful to leave some high value spaces in order to encourage the players to participate in the construction).*
On the right. *The red player completes the grid. In the Effect phase all the workers are returned to the players and the VPs are distributed: 14 VPs to the green player; 4 VPs to the yellow; the red player receives 7VPs plus the bonus for the completion of 4 VPs (total 11 VPs). The red player places the Fort tile on the board.*

Phase of the turn when the building is completed.
Example: if a player fills all the spaces of the road grid by himself, he will receive 4 VPs in Effect Phase.
The player who **builds the last part of the grid** is the one who has completed the building. This player places the building tile in the City where he prefers: by doing so, he can give preference to a district where he is dominant, considering that the Major Buildings provide a bonus to the final VP value of the districts. Since the Fort and the Harbor have to be placed in fixed positions on the board, the player who completes the Harbor receives 2 additional VPs and the one who completes the Fort receives 4 additional VPs.

Major building Characteristics. The Major building properties:

Palace (1 +1 /grid space): the Palace tile is placed in one of the spaces surrounding the Plaza Mayor; if the spaces are fully occupied by other buildings, the player placing the Palace removes one building of his choice which is then discarded. The Palace provides a bonus of +3 to the VP value of the district at the end of the game.
Cathedral (1 +1 /grid space): like the Palace, the Cathedral has to be placed in one of the spaces surrounding the Plaza Mayor;if the spaces are fully occupied by other buildings, the player placing the Cathedral removes one building of his choice which is then discarded. The Cathedral provides a bonus of +2 to the VP value of the district at the end of the game.
Fort (1 +1 /grid space): during combat it can lower the number of attackers due to the effect of cannons (refer to "War" section). The Fort tile is placed below the Plaza Mayor in the space resembling stones. The player who places it receives a bonus of 4 VPs.
Walls (1 or 1 /grid space): the walls are placed on the external perimeter of the City and reduce the access points available to attackers. Attackers cannot enter the city through a space blocked by a wall piece. Once a Wall grid is completed, 3 wall pieces are placed. The wall grid can be completed several times for additional wall sections. The board shows some pre-existing walls.
Note: the South side of the City (the side near the river) is completely closed by pre-made walls. That's true with or without the Fort. This side don't provide VPs to Defender character at the end of the game. If the City is completely closed by wall no more wars will happens.

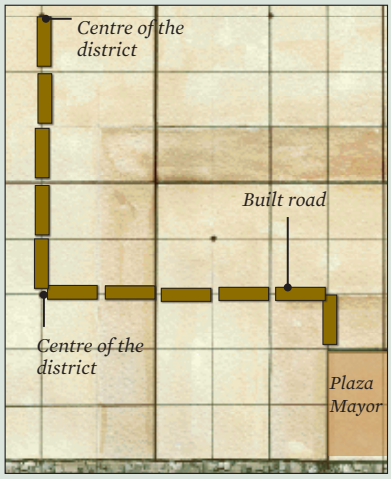
THE WALLS



The walls close the way to the attackers during combat, protecting the City's Districts. In this example, there are only two open accesses in the shown section of the City.

Harbor (1 +1 /grid space): once the Harbor has been completed, shipping to Spain can start which allows players to sell resources and gain VPs and coins. The Harbor tile is placed in the space next to the Ship. The player who places it receives a bonus of 2 VPs.
Roads (no resources needed): when a road grid is completed, 3 road pieces are placed on the City map along the borders between the spaces. A district is connected by a road when there is a road that connects its centre to the Plaza Mayor. The centre of each district is marked with a black dot. The connection with a road increases the number of activations possible for each of the minor buildings in the district from 1 to 2 per turn.
Moreover, a road provides a bonus of +1 to the VP value of the district at the end of the game. The road grid can be used several times.

ROADS



The roads provide bonuses when they connect a district to the Plaza Mayor. A district is connected when the centre of the district (marked with a black dot) is connected to the Plaza Mayor as shown by the two districts in this example.

3. On the other areas

On the board there are other areas on which it is possible to place one or more workers during the placement phase. These elements are: Mine and Forest, Fields Work, Artisan Work, Ship, Game's order and Public offices.

Mine and Forest: For every worker placed on this grid, the player receives stone (upper track) or wood (lower track) resources during the effect phase. The first resource spaces have a lower cost (green space is available only in 5-player game, orange only in 4-5 player game); *for example in a 5-player game the first 3 spaces need 1 worker to produce 1 resource; the next 2 require 2 workers for each resource; the last one requires 3 workers to produce a single resource.*
Note: there is no limit to the number of resources. Players should use substitute markers as needed.

MINE AND FOREST



The production Grid provides wood and stone resources using workers.
In the example of a 4-player game, the White and Green players use one worker to receive 1 stone resource each. The Yellow and Red players have to use 2 workers for each resource.

Field work: For every 2 workers placed in this area, the player receives 1 silver coin during the effect phase. All the players can use this area at the same time. A single player can place any number of workers in this area, as he wishes.

Artisan Work: For every worker placed in this area, a resource can be traded for a precious resource during the effect phase. All the players can use this area at the same time. A single player can place any number of workers in this area, as he wishes.

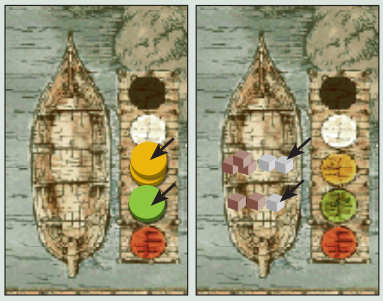
FIELD WORK AND ARTISAN WORK



The Green player places 2 workers on the field work area and the Yellow player places 1 worker on the artisan work area. During the effect phase, the former will receive 1 coin while the latter can trade 1 wood or stone resource for a precious resource.

Ship: When the Harbor has been completed, the Ship can be used to load and sell resources in Spain in order to receive silver coins and VPs.

SHIP



Once the Harbor has been built and the related tile has been placed, it is possible to use the ship.

Placing phase (on the left): *the players can place their workers on the dock. In this example, the Yellow player places 2 workers and Green places 1.*
Effect phase (on the right): *the players can load the ship with up to 3 resources for each worker they have placed on the dock. In this example, the Yellow player loads 5 resources and Green loads 2 resources. At the end of the turn the workers are returned to the players.*

Loading resources: it is necessary to place one or more workers on the dock next to the ship. During the effect phase, resources are loaded on the ship up to a maximum of 3 resources for each worker.

Ship departure: if a player wants to start the Ship journey to Spain before it is fully loaded he has to pay 2 Silver coins to the bank. Alternatively, he can wait until the Ship is fully loaded, in which case the Ship will depart for free.
If the Shipowner character is played by a player (see "Public Offices" section) 1 silver coin will go to the player and 1 silver coin to the Bank. The Ship will depart at the end of the Effect phase of the turn during which the 2 silver coins were paid or during which is fully loaded: a purple token (wooden disc) is placed on the time track two turns forward from the current one: this marks the turn when the Ship will be back.
Example: if the current turn is 1590, the purple token is placed on the 1592 turn.

Return of the Ship: during the Effect phase of the turn in which the Ship returns, the players are paid according to the resources they loaded on the Ship; the resources are returned to the Bank. The players will receive:

For each wood or stone	1
For each precious resource	2 + 1 VP
For each triplet	4 + 3 VP

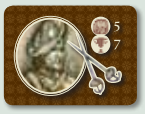
(1 wood, 1 stone, 1 precious resource)

The following rules apply to the Ship:
- The payment to start the Ship's voyage has to be made during the player's placement phase.
- Money and VPs for the Ship's voyage (due to resources and to the Shipowner character) are given during Effect Phase of the ship return turn.
- The Ship has a maximum loading capacity of 7 resources for each player in the game: 21 resources when there are 3 players, 28 with 4 players and 35 with 5 players. A single player can occupy all the loading capacity of the Ship on his own by accumulating the resources on the ship in various turns.
- If the Ship reaches the maximum load it will start automatically without any payment to the Bank and/or the Shipowner.
- While the Ship is travelling or when arrives, it is not possible to load resources.
- An empty Ship cannot depart.
- A Ship cannot return and start a new voyage in the same turn.

PUBLIC OFFICE TABLE



Gunner. 2 VPs for each attacker destroyed by the cannons. +1 to the dice throw of cannons. 5 VPs at the end of the game. It costs 5 silver coins and requires a minimum of 7 VPs.



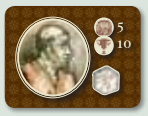
General. In War the player gains: 1 additional token while defending, +1 VP/enemy destroyed in Battle, the ability to place his defenders in every building. It costs 5 silver coins and requires a minimum of 7 VPs.



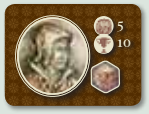
Roadmaker. 1 free road per turn and 2 VPs for each connected district at the end of the game. It costs 5 silver coins and requires a minimum of 10 VPs.



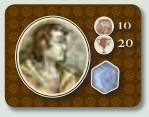
Defender. 1 free wall piece per turn. 3 VPs for each of the six perimeter districts closed by walls at the end of the game. It costs 5 silver coins and requires 10 VPs.



Master Stonecutter. 1 free stone resource per turn. 5 VPs at the end of the game . It costs 5 silver coins and requires a minimum of 10 VPs.



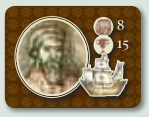
Master Carpenter. 1 free wood resource per turn. 5 VP at the end of the game . It costs 5 silver coins and requires a minimum of 10 VPs.



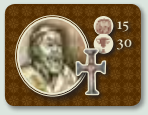
Master Artisan. 1 free precious resource per turn. 8 VPs at the end of the game . It costs 10 silver coins and requires a minimum of 20 VPs.



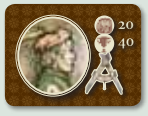
Master Merchant. 1 free resource of any kind per turn. 12 VPs at the end of the game. It costs 15 silver coins and requires a minimum of 25 VPs.



Shipowner. The player receives 1 silver coin for each departing Ship. 3 VPs for every completed shipment. It costs 8 silver coins and requires a minimum of 15 VPs.



Bishop. 4 VPs for every church or Cathedral in the City at the end of the game. It costs 15 silver coins and requires a minimum of 30 VPs.



Architect. 7 VPs for each Major Building in the City at the end of the game (Harbor, Fort, Cathedral, Palace). It costs 20 silver coins and requires a minimum of 40 VPs.



Governor. 12 VPs at the end of the game, +6 VPs for each district that has at least 4 of the 5 noble buildings (Square, Monument, Garden, Barracks; Church). It costs 25 silver coins and requires a minimum of 50 VPs.

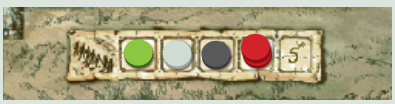
The Public Offices. During his turn a player has to place a worker on the Public Office he wants to purchase. During the Effect phase, the player pays the required amount of coins and publicly checks that he has the required VPs. If the player meets the requirements, he takes the character and places the tile in front of him. If the player does not have either the money or the required VPs, he cannot take the character and has to pay a fine of 5 VPs. In both case the worker is removed from the tile and returned to the player. The characteristics of the Public Offices are shown on the Table below.
The following rules apply to Public Offices:
• The powers, if any, of the characters are always used during the Effect phase and only from the turn following the one in which they were purchased.
• It is not possible to place workers on a character on which another player has already placed a worker.
• The characters are unique; different players cannot purchase the same character.
• Each player can buy only 1 Public Office per turn.

Player order. Player order: one token is placed in this area to show the player order. During the placement phase, players may add workers to try and modify the following turn's player order. Players with added tokens may change their position by moving to the left or the right, as many spaces as desired, sliding the other player tokens backward or forward as needed into the empty space, in their current order. The player with the fewest added tokens goes first, with ties broken by the lowest in turn order. Once this player has moved in turn order, remove the added tokens to show he will no longer move in turn order, unless forced to slide over by another player who has added tokens.

PLAYER ORDER



In the example above, the sequence of play is currently: 1) White, 2) Black, 3) Red, 4) Green. In the Placement Phase, the Red and Green players each add a worker to the Player Order Track, so in Phase 3 they can move their token on the left or on the right. The player with more added tokens move as last and the tie is resolved by the lowest in turn order: in this case, green and red players added the same number of workers (1 each), so the green have to move first and after the red player. For example, the green choose to move on the right by 3 spaces to be the first one. The red player chooses to stay and to save the added worker for the next turn, because he was looking to be the last one and after the green movement he already slided to the last position. So, in the following turn the player sequence will be: 1) Green, 2) White, 3) Black, 4) Red.



B | Effects of Workers

In this phase the players, each during his turn, carry out the effect (for example a production, or a building creation or an activation) corresponding to the workers that they have on the board and that they want to use: **if a worker produces an effect, it is removed from the board and returned to the player.**
If a player chooses not to use a worker, this worker will remain on the space; it is not possible to not use the worker and voluntarily remove it from the board.
If there is a **corresponding cost** related to the effect, it has to be paid in this phase.
The order of effect production is decided by the player during his turn as he prefers. *For example, it is possible to produce wood and stone resources to be used immediately for the construction of a minor building.*

EFFECTS OF THE WORKERS



During the placement phase, the Green player places 3 workers creating a pair and a single.



During the effect phase he converts the pair into a Hut (this does not require additional costs in resources) and the single worker into a Stonecutter. For the Stonecutter, he will have to pay 2 wood resources.

C | End of Turn Checks and War

At the end of the turn, the following checks take place:

A. War check
B. Player Order
C. Turn change

A War check. This check is made only until all players have acted as attacker 1 time (3-5 player game) or 2 times (2 player game). After that, wars stop and war check is not necessary.
In the rare case that at the end of the game a player is still missing to act as attacker, on last turn the war happens automatically without roll a war check.
How to do the check: two 6-sided dice are thrown and the result compared to the enemies track on the board: if the result is equal to or less than the value of one or both of the enemy markers, a War takes place.
If it is equal to or lower than only one of the markers then the war will take place with that enemy only.
If the result is equal to or lower than both the markers, the war will take place with the Pirates only.
The combat has to be performed immediately and both markers on the enemies track (Pirates and Natives) is moved backwards of 2 spaces in 5-players, 3 spaces in 4-players, or 4 spaces in 3-2 players. If there are fewer available, place the marker on the symbol at the left of the track, ready to be moved forwards again (see step C).
Note: on the first turn, as the markers are out of the track, there no chance that a war happens.

WAR CHECK



There are two markers on the enemies track: the blue one represents the Pirates and the purple the Natives. The number shown by the discs represents the chance that a War occurs. For example, if the value of the Natives is 5 (purple marker) and the value of the Pirates is 3 (blue marker), on a dice throw result of 2-3 a war with the Pirates take place, while with a result of 4-5 the war will be with the Natives. In both cases, the purple discs are used in the war to represent the attackers.

B Player Order. The player order is updated.

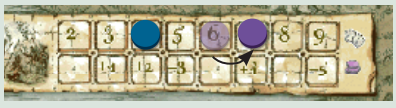
C Turn Change. The passage to the next turn is marked by moving forward by 1 step the marker on the time track.
The enemies track is modified moving one or both enemy markers (the blue and the purple) by 1 step according to the symbols on the time track: the feathers represent the Natives while the skull represent the Pirates (if both symbols are present both markers are moved).

TURN CHANGE



The turn track can show a Native symbol (feather), Pirate symbol (skull) or both between turn spaces. When the turn marker is advanced, the enemies track is updated according to the symbols passed. In the example, in advancing from 1581 to 1582, the "feather" symbol of the Natives is indicated.





On the enemies track the Natives' marker is therefore moved forward one space.

Trades and Money Use

The players can freely trade and exchange money and resources as they wish at any point in the game.
• When players have to pay something, it is possible to give money instead wood or stone resources. The first "virtual" player of the current game turn costs 1 silver coin, his second resource costs 2 silver coins, his third resource 3 silver and so on.
• It is possible to buy more defenders at the beginning of a war: the first additional defender costs 1 silver coin, the second 2 silver coins and so on (see "War" section)
• There are two kinds of coins, silver and gold. One gold coin is equal to 5 silver coins.

War

One player acts as the **Attacker** and moves the Natives or the Pirates. His target is to destroy the buildings of the City; for each destroyed Hut he receives 2 VPs, 4VPs for each House, 6 VPs for each of the other minor building, 12 VPs for the Cathedral and the Palace.
The other players act to defend the city and destroy the attackers. A defending player receives 2 VPs for each attacking token that he destroys and 2 VPs for each of his own tokens killed in the War.

This is the sequence of actions to be followed when a war takes place:
1) Attacker assignment
2) Number and placement of attackers
3) Cannons
4) Defending token placement and recruitment
5) War begins

1) **Attacker assignment.** The player on the highest numbered square on the player order grid who has not already been an attacker becomes the attacker for this war. In order to remember who has already been the attacker, a purple marker is placed under the player's marker on the player order track (see example). The remaining purple pieces are used to represent the attackers.

ATTACKER ASSIGNMENT



When a player acts as the attacker, a purple marker is placed under the player's marker on the player order grid.
In this example, in case of war the Black player will be the attacker.

If the attacker has some workers on the City Map, they will be **inactive** during the battle. They may not attack nor may they be attacked. Any spaces or buildings that they occupy are considered to be temporarily "off limits" for all other tokens. Likewise, if the attacking player owns the General character, it cannot be used.

2) **Number and placement of the attackers.** The number of attackers is equal to the number of workers let on the City Map by the defending players before the beginning of the war, plus 2 for each defending player.
For example, if there are 3 workers on the City Map and 4 defending players, the attacker will use 3+(4x2) = 11 attackers (see "Number of Attackers" example).
Further bonus attackers are added according to the value shown on the enemies track.

BONUS AND NUMBER OF ATTACKERS



Number of attackers = *Workers in the City* + *Defending players x2* + *Bonus*

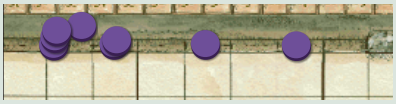
The bonus value is indicated on the enemies track and it depends on the value reached by the enemies. In the example above, if a war with the Natives takes place (purple marker) the bonus will be +3 attackers. If a war with the Pirates takes place (blue marker), the bonus will be +1 attacker.
Important: on the Enemy Grid the bonus value for 6 die result is +3; the bonus value for 8 die result is +4.
This bonus is adjusted according to the number of players and to their experience (see text below).

The attacker bonus is modified by the experience and by the number of players.
Modification by experience: Beginner players applies a modifier of -2 to the bonus. Intermediate players applies a modifier of -1. Advanced players use the normal number. The bonus cannot be a negative value.
Modifications by number of players: in 5 players apply a modifier of -2 and in 4 players of -1. The bonus cannot be a negative value.
For example, in 4 intermediate player game a bonus of +4 is modified to +2 (+4-1-1=+2) and a bonus of +1 is modified to 0 (+1-1-1=-1=0).

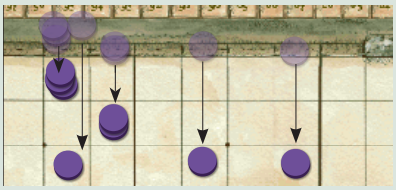
The attacker **places** his tokens wherever he wants on the City perimeter, taking into account that he cannot place them where there are walls. They have to be placed in groups of 3-2-1 tokens and more than a group can be placed in the same point of the City perimeter. That's allowed only at the start of the war: during war troops cannot go out from the City Map or go back to the perimeter.

Note: If there are not sufficient purple discs, players should use substitute pieces.

PLACEMENT OF ATTACKERS



The attacker places the enemy tokens on the City perimeter, avoiding the places occupied by walls. He can stack them as 3-2-1 token group. In this case, he has placed his 8 attackers in a group of 3, a group of 2 and 3 singles.



When the attacker performs his first move the troops enter in the City.

3) Cannons. The number of attackers can be reduced before the start of the war thanks to the Fort's cannons, but only if the Fort has been built. The player with the Gunner character will use the Cannons. The Gunner makes a "bet" on how many attackers he will kill with the Cannons. The higher this number, the more difficult it will be to succeed: 6 is added to the Gunner's bet and the result is the minimum number that the Gunner has to roll with two 6-sided dice. *For example, if the gunner bets 3 kills, he will have to roll 9 (6+3) or more to succeed.* **If the result of the roll is lower, nothing happens.**

CANNONS

If the Fort has been built, the defenders can use the cannons before the War starts in order to reduce the number of attackers.

The player who will use the cannons bets that he will manage to kill 3 attackers:

Player's bet		*Fixed amount*		*Minimum score*
3	+	6	=	9



The player has the Gunner character and therefore adds +1 to his dice throw.



He throws the dice and the result is 8 that with the +1 bonus becomes a 9

The player receives 6 VPs (only because he has the Gunner tile) and he removes 3 enemy tokens. He chooses which ones will be removed from the board.

If the Gunner character has not been purchased or the owner is the attacker, the defending player with the lowest number of VPs will use the cannons, but he will NOT receive any VPs for killing attackers with the cannons. The Gunner removes the killed attackers (if any) as he prefers also changing

group composition.

4) **Defending token placement and recruitment.** Workers already on the City Map begin the war in their current positions. Each defending player may then place 2 free defending tokens on the City map. These are placed inside their own houses or huts or inside the unoccupied Barracks. If the defending player does not have any such buildings, he cannot place any tokens.
Before war starts, a defending player can pay for additional tokens if he has money and workers available: it costs 1 silver coin to place one additional token, 2 silver coins for a second, 3 silver coins for a third and so on.
If a defending player has the General character, he can place 1 token for free if he has one available. The player who has the General character can place his tokens in any minor building, even if he does not have any house or hut.

5) **Beginning of the war** with the first move of the attacker.

Combat rules

The war take place over a number turns. At the end of the war, the surviving workers can remain on the board for further use or be removed.

Player order. The attacking player moves first, the defending players use the normal player order.

Worker token use. These are the general rules:
- The tokens can be used alone, in a pair or in a triplet. **Groups of more than 3 tokens are not allowed.**
- A group of tokens remain as a group for whole of the war. The grouped tokens **cannot be ungrouped**. There is an exception to this rule when two groups of 2 tokens merge and form a group of 3 and a single.
- Tokens of different colors can only be merged with the consent of the players who own them; they must also agree who will command the new group. The player who will command the group places his token(s) on the top of the stack.
The order of the tokens in the mixed group remains the same for the whole of the war. If a mixed group earns some VPs, they are divided proportionally between the players, rounding the values to the nearest integer. *For example, if Red has two tokens in the stack and Green has one, Red will take two-thirds of any earned points and Green will take one-third.*

Movement. Each single token can move 3 spaces. A pair moves 2 spaces while a triplet moves 1 space. **Diagonal movement is not allowed.**

The following are the other movement rules:
- Players cannot move tokens onto a space occupied by opponents without immediately fighting.
- If tokens move onto a space occupied by friendly tokens they must immediately merge into a pair or a triplet. If tokens of different colors are merged, an agreement between the players involved is needed (see "Token use").
- When tokens are merged, all remaining movement is lost for both groups and therefore the newly formed group cannot move until the next battle turn unless it uses bonus movement (see below).

When two groups of 2 tokens move onto a space in order to form a triplet plus a single, a token is taken from the group that moved second and placed on the top of the other group (making the triplet). Neither group may move until the next battle turn unless it uses bonus movement (see below).

MERGING TWO GROUPS



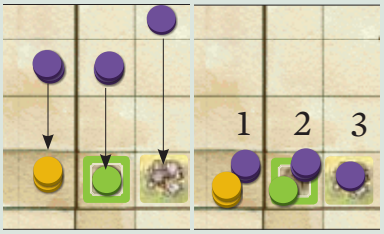
On the left. *Green group (donor group) moves over the yellow group, but stop adjacent to him.*
On the center. *A token from the green group is moved on the yellow one (receiving group).*
On the right. *A triplet and a single token is formed.*

Note: in this case both players (green and yellow) have to agree to create the mixed group.

- The attacker may not move into a space occupied by a building without immediately fighting. On the other hand the Defenders can freely move and/or stay over a space occupied by any buildings.
- A player cannot stack, move, or discard tokens that have already fought (or that are fighting) during his War turn. If necessary, place an unused resource cube on such stacks as a reminder.
- **Movement is not mandatory**; the players can do partial movements or even not move some or all of the tokens and groups.
- **Bonus movement.** It is possible to move a group of tokens (1, 2, or 3) one additional space by discarding another group of tokens (1, 2 or 3 tokens). Only one additional movement per turn can be provided to a given group. If the defending players have created a mixed group, they can sacrifice their tokens in order to help each other.
- It is possible to cross Plaza Mayor, but it is not possible to move outside the City perimeter.

Battle. If, as a result of movement, opposing tokens are on the same space or attackers invade a building, **combat must take place immediately.** In a battle between tokens, the bigger group beats the smaller one and the latter is removed from the board.
If the two groups have the same number of tokens, both groups are removed from the board.
For example, a pair defeats a single token without suffering any losses. Likewise, a triplet defeats a pair or a single token.
A battle between a building and tokens always results in the removal of ONE token and the building.

BATTLE



On the left. *Attacker moves three groups of Natives (two pairs and one single).*
On the right. *All groups move onto a space held by defenders or containing buildings. Three battles take place:*



Battle 1.
The two pairs are destroyed. If attackers were Pirates, 1 attacker would have survived (dominance).
The Yellow player scores 8 VPs (4 points for the two attackers and 4 VPs for the yellow defenders). The attacker scores 0 points.



Battle 2.
First there is the battle between tokens: the pair (purple) destroys the single defender (green). Then, there is a battle with the Building: the group destroys the building and 1 attacker is destroyed.
The Green player scores 2 VPs for the lost defender; the attacker scores 2 points for the destroyed Hut.



Battle 3.
Both the attacker and building are destroyed.
The attacker scores 6 VPs for the building destruction.

- If the building is defended, first the battle between tokens takes place, then any surviving attackers attack the building, immediately resulting in the removal of one attacker and the building.
- The Pirates, unlike the Natives, have a special ability called **dominance**. When there is an even battle (1 vs 1, 2 vs 2 or 3 vs 3), 1 token of the side with dominance always survives the battle (if both groups have dominance the effect is nullified).
The defending tokens can also have the dominance ability by building the **Barracks**. In this case, the dominance is applicable only to tokens that are in the district with the Barracks.

VICTORY POINTS CALCULATIONS

1) MONEY



Every 3 silver coins = **1 VP**

2) PUBLIC OFFICES



Several characters provide VPs at the end of the game. For example, the Master Carpenter and the Gunner both provide 5 VPs to the player who purchased them

3) CITY



The houses in the City provide 2 VPs each plus a bonus/penalty defined by the value of the district where they have been built, which depends on the other buildings in the district. In the example, there are 2 production buildings (-1), a Barracks (+1) and a monument (+1). The district provides a bonus of +1 and therefore every house provides 3 VPs (2+1). The Green player receives 3 VPs (1 house, the huts do not provide VPs), the Red player receives 9 VPs (3 houses) and the Black player receives 3 VPs (1 house).

• If there are tokens of different colors in a space, the first to be destroyed is the one on the top of the pile. The color of the token on the top of the pile determines which player commands the group.
• Walls and Roads cannot be destroyed.

Attacker's conduct. The attacker must be involved in a battle at least once every 3 turns of war. If he fails to do so, the war ends.

End of the War. If all the attacker's tokens are destroyed, or 3 turns pass without any combat, the war ends. Before going back to the normal game phases, the **players can remove some or all of their groups of tokens** still on the City map as a free action. Groups of mixed colors and attackers must always be removed. Note: this is the only time when players may voluntarily remove tokens from the City map.

END OF THE GAME

At the end of the 20th turn, the game ends and the players count up their VPs. VPs can be earned during the game and/or at the end of the game. The former are earned by creating Major Buildings, placing some minor buildings, from commerce with the Ship, from War and from the powers of some characters. Those VPs are immediately noted on the VP track. VPs earned at the end of the game are calculated based on the number of houses and their position in a district (the more prestigious, the better), by the money earned and from owned characters.

VICTORY POINTS AT THE END OF THE GAME

Proceed as follows:

1) **Money**: for every 3 silver coins owned, the player receives 1 VP in exchange.

2) **Characters**: the VPs of a player's characters are added to his total VPs.

3) **City**: the districts where houses have been built are checked. Each house earns the owner 2 VPs plus a bonus or a penalty according to the district where the house is located.
The bonus/penalty depends on the buildings inside the district:

-1	Production building*
+1	Garden
+1	Monument
+1	Church
+1	Barracks
+1	Connected by Road**
+2	Cathedral
+3	Palace

** The production buildings are: market, corporation, carpenter and stonecutter. A single building does not generate any penalty but 2 buildings are worth -1, 3 buildings generate a -2 penalty and so on.*
Note: The value of a house is at least 0: negative values are not allowed.
*** In order to receive the bonus, the district centre has to be connected to the Plaza Mayor.*

Once the VPs of the City have been distributed, **the winner is the player with the most VPs.**

In case of a tie between one or more players, the winner is the one with most coins left after the exchange made in point 1); if still tied, the player with the most precious resources wins and, if still tied, the most wood and stone resources.

VARIANTS

2 players. With these rules, it is also possible to play Rio de la Plata with 2 players.
• Players have to use the normal 3-players game rules to determine the grid spaces available.
• The discs of a third color, the "shadow player", will be used during the game but only on major building grids (see below).
• During Placement Phase a player can place on major building grids the discs of the shadow player instead of his own discs. He has to pay the normal cost in resources and this disc counts as one of the 5 discs that the player can place during the turn.
• During Effect Phase, when the discs of shadow player need to be removed, they do not score VPs, but they count to complete building grids.
• During War, the defending player uses both discs of the two players like in 3-player war. VPs are assigned as usual depending on the color of the discs involved in the battles.
• Before the War, the defending player can buy extra troops for both colors with a single expense: with 1 silver coin he can buy 1 troop for both colors (total 2 troops), with 3 coins 2 troops (total 4 troops), etc etc.
• The General character is not considered when is property of the attacking player.

Short game. This variant reduces the duration of a play to about 120 minutes. Follow these rule modifications:
• The game ends after the end of 15th turn (1594 year).
• The last space (0 VP value) on Harbor, Roads, and Walls grids are not available.
• The last two spaces (VP value of 0 and 1) on the other mayor building grids are not available.
• At the beginning of the game all players gain +1 silver coin and +1 wood and +1 stone resource.
• All Public Offices give +3 VPs at the end of the game.

The grid spaces not available can be easily covered by some markers or by tiles to avoid confusion.
Note: with this variant it's possible that not all players will make the role of the attacker.

FAQ

• How do game phases work?
First, players perform the Placement Phase: the first player places his 5 workers, then the second player, and so on.
When all players have completed the Placement Phase, the Effects Phase starts: the first player takes back any workers that he wants to convert into something (production, construction, etc. etc.). Then the second player does the same and so on.
Finally, the players have to do End of Turn Checks: roll the dice for war, adjust the player order (if needed), advance the Year marker and advance the enemy marker on the Enemies Track according to the Year marker.

• Is the starting zone just the marked line or the whole area surrounded by the line so you can start close to the Plaza Mayor?
In the first round (year), you can only place on the highlighted starting line. However, your workers don't have to be next to each

other. After the first round, a player can also place workers around his buildings and on the starting line as in the first round: so the city will grow in various directions around the first buildings.

• *Can one player put 4 workers in one turn on the "Field work" area (or 4 or 5 workers in "Artisan Work" area)?*
Yes, he can put workers there as he wishes.

• *Do I have to put resources on the City Map together with my workers in the Placement Phase?*
No. You only have to put workers. You will pay resources for the workers inside the City map during the Effects Phase.
This is important since the other players will not necessarily know what you are planning to do: you can for instance use resources produced in one part of the Effects Phase to build something later on in the same turn.

• *If someone completes a Major Building grid, when are VPs assigned?*
At the beginning of the Effect Phase. All of the game happens in this phase! In the Placement Phase you have only to "Place".

• *What's the meaning of this symbol ● on Memo Sheets and in the rules?*
It shows a silver coin.

• *Is it possible to activate a building, after converting an adjacent Hut into a House in the same Effects Phase?*
No. Excluding Huts/Houses, to place a worker on an building, you must already have a your house adjacent to it.

• *Does a player need to use/remove workers that are activating a building or is it possible to leave them there unused?*
If you use the workers to do something, you have to remove them from the board. If you choose not to use them, you can keep them on the board.

• *Can a player place 2 workers on a Map point and then use 1 worker to create a Carpenter, and then the second worker to activate the building?*
Yes, this is possible. To do so, the player needs to have one of his houses adjacent to this Map point. Whilst this is not needed for building the carpenter, it is needed to place a worker on the carpenter.
If the player does not have a house adjacent to the newly built carpenter, the second worker would be removed from the board without having any effect.

• *Following on from the above question, if the district where this was being done was connected via a road, can a player place 3 workers on a Map point, use 1 worker to create a Carpenter and then the other 2 workers to activate the building twice?*
Yes, but if during the effect phase the district is not connected, one of the 2 extra workers would be removed. The condition of a house adjacent to the Map point from the previous example is also still true.

• *Can I use a minor building that was built by another player?*
Yes. Minor Buildings without a colored border are not owned by a single player, but are available to all players.

• *A minor building already has another player's worker on it. Can I also use that building if it is connected by road to Plaza Mayor?*
Yes. Minor Buildings in Districts connected by road can be used/activated two times.

• *What happens to your worker after it was used to activate a building? You put it back in your reserve?*
Yes. When you use a worker (or when it is removed from the board for any reason), it comes back into your reserve.

• *Is it allowed to take back workers from the City Map in the Effects Phase without producing an effect?*
No, this is not possible. This is only allowed at the end of a War.

• *The ship can load 7 resources per player. That means that each player can load only 7 resources?*
No. It's the total loading capacity of the ship. In a 4 player game a ship can load up to 28 resources. For example: it is possible for one player to deliver all these 28 resources.

• *When Shipowner character scores VP for the ship trip?*
When the ship come back, in the Effect Phase of this turn.

• *The ship is loaded at 1586: it return at 1588. At 1588 can it be loaded, or not?*
No, you have to wait the next turn.

• *We ran out of building tiles. What do we do? And what if we run out of purple discs?*
Buildings are limited in number. Players cannot build more buildings than the tiles provided.
On the other hand, purple discs (enemies) are unlimited, so players should use substitute pieces, if necessary,

• *The two districts around the Plaza Mayor are closed on South side by pre-made walls. Do they allow victory points to the Defender character at the end of the game?*
No. Only the six districts around the city perimeter (side North, East, and West) score points for the Defender character at the end of the game (3 VP for each district closed by wall).

• *After a war: the rules state that the remaining defenders can stay on the board. So if I move a group of two defenders into an open space (not connected to any building), can I leave them on the board and build a hut on an otherwise unconnected open space?*
Yes. You can leave them there and use them in the next round as workers, so you can build a hut on an open space.

• *Is it possible, starting a War, to let all attacker troops as single token and go inside the City Map doing with 3 movements and then stock them as triplets? It's like does a 3 movements with a triplet!*
Yes, that's allowed. Practically at the start of the war, the attacker can move all his troops by 3 movements.

• *Is it possible, during a War, to move a disc over another disc? And over the buildings of the other players?*
It's not possible to move a troop over an adversary's troop without fighting or to merge in a new group with allied troops without the ally's consent.
On the other hand, it's always possible for a defender to move his discs over an empty building of another player.

• *If the attacker has some Workers on the board, do the workers count as defense tokens? Can he move them?*
No. They don't count as defenders and do not increase the number of attackers. Nor can they attack or be attacked or move. Any buildings they occupy are safe from any attack, too.

• *Is it possible, during a war, to move the discs after they were involved in a battle with other discs/buildings?*
No, not in the same war turn. After a battle discs cannot move, merge, or be discarded: the player has to wait for his next war turn to move them again.

• *Once all players have been the attacker, which player becomes the next attacker?*
In 3-5 player game when all players acted as attacker, no more war happens. In 2 player game, remove all the purple markers a do another cycle as usual: after the second cycle of wars is done, no more war happens.

• *Is it possible, during a War, for the attacker to move inside the City Map from the South trough the Plaza Mayor?*
No. The whole South side of the City is closed by pre-made walls.

• *During my War turn, can I discard a token that I already used in an attack?*
No. It is not possible to stack, move, or discard tokens that you has already used in attack in your war turn.

• *During my war turn, if I merge a stack of 2 tokens with a single token, I end up with a stack of 3 tokens. The rules say that movement is then over for both stacks. However, may I then sacrifice a different token-group*

to allow this new stack of 3 tokens to move one space?
Yes.

Tips

War. The position of buildings is very important. If players construct buildings near to the perimeter of the City they will be easily destroyed in the first war.
A good tip is to make walls to defend them or to position them so that they are protected by less expensive buildings (for example players can make a "wall of Huts" in front of a stonecutter). Another good tip is let some workers on the most important building and use them in defense.
• It's better to start a war with separated troops instead of large groups. Large groups are stronger but too slow. A single troop is fast and can combine with other troops during the war.
• It's always better to participate in a war and help other players to defend. If you stay out of the fighting, you won't score any points while other players will.
• Try to build the Fort and Barracks. The Fort is easy to build if the cost is shared between players. Players will also gain many victory points this way.
Public Offices. Scoring VPs at the beginning of the game is important in order to buy Public Offices (Characters). Try to earn points with walls, roads, or by constructing a building like the Barracks.
Speed up the game. Resolve the Effects Phase simultaneously. This is only advisable for experienced players.

Contents of the game box

• Game board and Rulebook
• 50 discs, 10 for each color (workers)
• 17 purple discs (attackers) and 1 blue disc
• 5 scoring counters and 1 time marker (6 colors)
• 60 wall/road pieces
• 75 resource cubes: 15 blue (precious), 30 white (stone) and 30 brown (wood)
• 4 Palace, Cathedral, Fort and Harbor tiles
• 65 double-sided hut-house tiles (13/each color)
• 3 double-sided square-monument tiles
• 3 double-sided square-garden tiles
• 5 double-sided church-barracks tiles
• 4 double-sided market-corporation tiles
• 6 double-sided stonecutter-carpenter tiles
• 12 character tiles
• 40 coins: 30 silver (x1) and 10 gold (x5)
• 2 dice
• Player reference sheets

Credits

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dedication

To my little Adriano and his mom, my Argentineans.



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Log

2.0.3. Mayor buildings can be paid in Placement or in Effect Phase. Log added. Some minor fixes.
2.0.2.
2.0.1. Some typos fixed.
2.0.0. Mayor changes: war -> now the system is balanced to allows 1 war/player, so player roles as attacker 1 time each; turn order -> players can move the marker to left/right; ship rewards -> lowered; corporation -> +2 coins than market instead +1
Minor changes: major buildings -> payment is made in effect phase; attacker positioning in war -> immediately in stacks; failed character purchasing penalty -> reduced to 5 Vps only; monument cost -> stone instead wood. Added FAQ and Tips. Many little adjustments.