Alexander Pfister

MARACAIBO

THE UPRISING

EXPANSION

Game Rules

You stand at the rail and gaze at the horizon, where a tired sun sinks beneath the waves. Your navigator's course was true - the island you hope to reach by nightfall comes into view dead ahead.

A little while later, after heaving the anchor overboard, you carefully row the longboat to shore. Eerie animal noises ring out from the dark and foreboding jungle - not exactly an inviting spot, but a perfect hiding place.

The cabin in the thicket looks untouched. You open the massive metal lock with your key, revealing the treasures within - treasures you've secreted here over time. Tomorrow, you will bring a few of them on board to sell in the next city.

The next day, after having disposed of the goods, you are relaxing in a local tavern after a good meal when you hear yells and shouts from outside. Some sort of commotion has broken out.

Investigating, you see that dozens of unfree and indigenous people have risen up against the European oppressors, taking up arms and talking freedom. Now comes a choice: sail away and pretend you saw nothing ... or enter the fray and help bring an end to the injustice?

Storms are brewing ... where will your sails take you?

BEFORE YOUR FIRST GAME WITH THE EXPANSION

Add the new project cards to the base game's B-cards. Add the new career card, the two new Automa cards for Jean, and the two new city tiles to those of the base game.

Replace the base game's quest tiles with those from this expansion. The new tiles match the new ship boards.

Add scenario cards 74, 78, 79 and 193 to those of the base game. Use story cards 100 to 192 to form a new campaign.

Punch out the new ship boards, fold them, and fasten them together with the adhesive strips. Punch out and discard the cardboard blanks from each ship board too.

CONTENTS

U You can recognize this expansion's components by this symbol.



4 double layer ship boards



4 resistance tiles



front reverse

10 legacy tiles
(L30-L37,L39,L40)



22 hint tiles
(L38)



front reverse

2 city tiles



15 home ports



front reverse

28 quest tiles



4 combat action tiles



3 Automa tiles



"Flying Dutchman" and "Own Monument" promos

95 cards, including



1 career card



36 project cards



44 story cards
including scenario cards
74, 78, 79,193



12 „Jacques" Automa cards



2 „Jean" Automa cards

PLAYING WITH THE EXPANSION

Maracaibo: The Uprising includes several play options (campaign as well as scenarios). **Before each game, choose which option you want from those listed below.** As usual, you can choose to either play the campaign or a standalone scenario. Depending on how you want to play, you will need different expansion modules as explained from page 4 onward. Note that you cannot freely choose which modules to use - they are defined by the option you choose to play.
The individual play options are explained in detail from page 3 onward.

CAMPAIGN
Maracaibo: The Uprising includes a new campaign. You can play it even if you didn't finish the base game's campaign. You can also choose to play the base game campaign using this expansion.

SCENARIO: UNREST
This competitive scenario (card 79) lets you support the uprising in the Caribbean. There is no nation scoring at the end of the game.

SCENARIO: ALL INCLUSIVE (a good choice for your first game!)
This scenario (card 78) adds random Legacy Tiles to the board at the start of the game.

SCENARIO: COOPERATIVE IN THE CARIBBEAN
This scenario (card 74) lets you work together to support the uprising in the Caribbean and drive out the European nations.

SCENARIO: THE RESCUE
This scenario (card 193) is also cooperative, and lets you try to free Freedom Fighter Luysa. It is particularly challenging!

CHANGES TO GAME SETUP

The following changes to game setup apply to all games using the expansion, regardless of which option you choose. Some scenarios require additional setup, which is outlined on each scenario's card as well as in these rules (from page 3 onward).

Regardless of which option you choose, give each player one of the new ship boards. Each board has three recesses: In the upper left recess, place a **Combat Action Tile** such that the base game's options are face up. Immediately below it, place a **Resistance Tile** with the "Take 5 doubloons" action face up. The last recess is for a **home port** (see Home Ports module). In step 13 of game setup each player will receive a home port to place in this recess. As usual, place two discs on each ship upgrade spot.

Then, follow the setup instructions for the option you chose.

Note: *If you want to play the Maracaibo base game without the expansion, give each player a home port placed face-down in the recess. The indicated ship upgrade then gives each player 1 compass and 2 doubloons.*



SCENARIO RULES

CAMPAIGN

Modules used: Home Ports

Changes to Setup:

Place Legacy Tiles L1, L4, and L30, along with the Quest Tiles, on the board as shown on card 150. If you are playing the expansion campaign, don't add any other Legacy Tiles to the board (i.e. ignore any legacy aspects of the base game campaign).
You can also choose to start or continue the base game campaign. If you do, follow the usual rules.

In future games, you won't start with card 150, but with the story card and Legacy Tiles in the archive.
Proceed with setup for the Home Ports module as described on page 4.

Changes to Gameplay

Use the rules for the Home Ports module.
You will find the rules for the new Legacy Tiles on page 12.
If you also want to fight against the nations, then, after your first game, you can include the Uprising and Resistance Tile modules.

UNREST *(cards 79/184)*

Modules used: Home Ports, Freeing the Caribbean, Resistance Tile

Changes to Setup:

Place a French ownership marker on locations 2-7. Repeat this for Spain (locations 8-13) and England (locations 14-19).
Don't add ownership markers to Legacy Tiles with new locations.
Set the remaining ownership markers aside. Use them when instructed to place new ownership markers in rounds 2-4.
Place the Quest Tiles as shown on the reverse side of the scenario card.
If you are using card 184 (i.e. playing the campaign), Legacy Tiles are unchanged.
However, if you are using scenario card 79: Shuffle cards 90-106 in with the B-cards (before counting out 40 cards). Place Legacy Tiles L1 and L30 on the board.

Now, repeat the following three times: Reveal the top project card in the pile, and add the Legacy Tile corresponding to the indicated object on card 79 to the game board.
For the first revealed card, use the Legacy Tile corresponding to the first column, for the second card the Legacy Tile from the second column, and for the third card the Legacy Tile from the third column.
Proceed with game setup for the Home Ports, Freeing the Caribbean, and Resistance Tile modules.

Changes to Gameplay:

Use the rules for the Home Ports, Freeing the Caribbean, and Resistance Tile modules. You will find the rules for the new Legacy Tiles on page 12.

ALL INCLUSIVE *(card 78)*

Modules used: Home Ports, Uprising, Resistance Tile

Changes to Setup:

Place Legacy Tiles L1, L30, and L40, along with the Quest Tiles, on the board as shown on card 78. Shuffle cards 90-106 in with the B-cards (before counting out 40 cards).
Now, repeat the following three times: Reveal the top project card in the pile, and add the Legacy Tile corresponding to the indicated object on card 78 to the game board.

For the first card, choose the Legacy Tile from the first column, for the second card from the second column, and for the third card from the third column.
Proceed with game setup for the Home Ports, Uprising, and Resistance Tile modules as described on pages 4-6.

Changes to Gameplay:

Use the rules for the Home Ports, Uprising, and Resistance Tile modules. You will find the rules for the new Legacy Tiles on page 12.

COOPERATIVE IN THE CARIBBEAN *(card 74)*

Modules used: Home Ports, Jacques, Freeing the Caribbean, Resistance Tile

Changes to Setup:

Place Legacy Tile L1 on the board. Place ownership markers on locations as shown on card 74, depending on the number of players.

Return any unused ownership markers to the box (there is no nation scoring in this scenario).

Example: France controls locations 2-7. In a three player game, place 1 French ownership marker on each village (locations 2, 3, 6, and 7) and 2 French ownership markers on each city (locations 4 and 5).
Shuffle cards 90-106 in with the B-cards (before counting out 40 cards).

Now, repeat the following three times: Reveal the top project card in the pile, and add the Legacy Tile corresponding to the indicated object on card 74 to the game board.
For the first revealed card, use the Legacy Tile corresponding to the first column, for the second card the Legacy Tile from the second column, and for the third card the Legacy Tile from the third column.
Place Quest Tiles on the board as shown on the reverse of card 74.
Proceed with game setup for the **Home Ports**, **Jacques**, **Freeing the Caribbean**, and **Resistance Tile** modules.

Changes to Gameplay:

Players play cooperatively, taking turns in clockwise order. Use the rules for the **Home Ports**, **Jacques**, **Freeing the Caribbean**, and **Resistance Tile** modules.
All players win if, after the fourth round, all ownership markers have been removed from all locations, and all players have more victory points than Jacques.

THE RESCUE *(cards 193/185)*

Modules used: Home Ports, Jacques, The Search, Freeing the Caribbean, Resistance Tile.

Freedom Fighter Luysa has been taken prisoner. You must find and free her before it's too late!

Changes to Setup:

Place Quest Tiles on the board as shown on the reverse side of the scenario card. Then place ownership markers on locations as shown on the scenario card.
Example: France controls locations 2-7. In a three player game, place 1 French ownership marker on each village (locations 2, 3, 6, and 7) and 2 French ownership markers on each city (locations 4 and 5).
If you are using card 185, remove the Legacy Tiles that are described on the card.
However, if you are using scenario card 193: Shuffle cards 90-106 in with the B-cards (before counting out 40 cards). Place Legacy Tile L1 on the board.

Now, repeat the following three times: Reveal the top project card in the pile, and add the Legacy Tile corresponding to the indicated object on card 193 to the game board. For the first revealed card, use the Legacy Tile corresponding to the first column, for the second card the Legacy Tile from the second column, and for the third card the Legacy Tile from the third column.
Proceed with game setup for the **Home Ports**, **Jacques**, **Freeing the Caribbean**, **The Search**, and **Resistance Tile** modules as described on pages 4-6.

Changes to Gameplay:

Players play cooperatively, taking turns in clockwise order. Use the rules for the **Home Ports**, **Jacques**, **Freeing the Caribbean**, **The Search**, and **Resistance Tile** modules.

All players win if, after the fourth round, all ownership markers have been removed from all locations, you have found and freed Luysa, and all players have more victory points than Jacques. Even if only one of the three requirements is not met (ownership marker remains, Luysa was not freed, or Jacques was not last), all players lose.

THE MODULES

Maracaibo: The Uprising includes 5 modules which introduce new concepts to the game. Depending on which play option you choose, different modules are used.

HOME PORTS

Give each player a home port to start the game that gives them a special ability over the course of the game.

Game Setup

During setup, shuffle the home ports, face down, and deal 3 of them to each player. While choosing project and career cards, each player must also choose which 1 of the 3 home ports to keep, placing it in the corresponding recess on their ship boards. Once placed, add two discs to it (same as any other ship upgrade).

Gameplay

Home ports can, like any other ship upgrade, be unlocked by removing both discs from it.
Each home board indicates an immediate bonus (beige), which lets you pay doubloons for victory points or influence, as well as an ongoing effect (red) which counts for you alone.
You don't have to use the immediate bonus when you unlock it, but if you don't you lose it.

Home Port Summary



Antwerpen: When you perform a city action, you can choose not to deliver a good to the market (even if the market is already full) and instead remove a disc from the city's market. If you do, take 3 doubloons and score 3 victory points. If the market is empty, you cannot use this effect (but can deliver as usual).



Bremen: You have a new village action available to you: Pay 2 tobacco to take 5 doubloons. You can perform this action multiple times (as long as you have enough tobacco and available village actions to do so).



Cayman Islands: You can use cards with sugar on them as any good or object you like. You could even use a sugar card, showing a book, as a spyglass! You can use multiple cards at a time to pay costs.



Genova: This home port has no ongoing effect - instead, it has an income effect.
During income, gain 2 influence with the nation that currently controls the fewest locations*. If there is a tie, choose 1 of them.



Kingstown, Port-Au-Prince, Yaquimel: When you fight with the indicated nation, you have a new combat action available to you: Reduce your combat value by 2 to take 4 doubloons and gain 1 influence* with this nation.



Grand Turk, Port of Spain, Rosseau: Whenever you end your movement at a location (village or city) with a corresponding ownership marker, take 2 doubloons. If an assistant lets you move again, then this effect might apply to both locations.



Nassau: Whenever you end your movement at a village and choose village actions as your main action, you may perform an additional village action.
This effect is not triggered by village actions gained from any other actions (e.g. as part of a city action, from assistants, or from the last space on the explorer track).



Oranjestad: You have a new village action available to you: Pay 2 corn to gain 3 combat points. You can perform this action multiple times (as long as you have enough corn and available village actions to do so).



Panamá: When you move your explorer at least 2 spaces, you receive not only the reward from the space you moved to, but also the second-last space you moved onto. If that space contains a quest, you may fulfill it! Ignore occupied spaces as usual.



Porto: After delivering a good as part of a city action, you can immediately discard an identical good to gain 2 combat points (regardless of whether the city's market is full or not). This effect only counts during city actions.



Roatán: As soon as you unlock this ship upgrade, immediately place a figure at the start of the explorer track.
You can only do this when you unlock the upgrade - you can't go back and do it later.
From now on, you can split your exploration movement between your explorer and the figure. First you move your explorer, then the figure. You receive rewards from both (as long as they both moved at least 1 space). You also receive barrier rewards from the figure. For all Legacy Tiles (e.g. L4 or L31) and the automa scoring, always use the position of your explorer (not the figure).
The figure can never be ahead of your explorer (if they are on different paths, count the number of spaces to the next barrier). Otherwise, it moves just like any explorer (i.e. it skips occupied spaces / can be skipped by others).

***Note:** If you are using the **Freeing the Caribbean** module, then home ports which gain you influence score you 2 victory points per influence instead. We don't recommend using "Genova" in this case.

RESISTANCE TILE

Game Setup

All players should turn over the Resistance Tile on their ship boards, so that the village action is visible.

Gameplay



Whenever you liberate a location in the Caribbean, you may place the removed ownership marker - instead of removing it from the game - onto one of the four square spaces on your Resistance Tile and receive the indicated reward.

There are several ways to liberate a location: project cards that show the symbol depicted to the right, by using the village action of the Resistance Tile as well as Legacy Tile L40 from the module Uprising or a combat action from the module Freeing the Caribbean.



Important! The combat action "Displace" from the base game removes ownership markers from the game, so make sure not to place them on your Resistance Tile.

You can only place an ownership marker on a space if none of the spaces next to it are occupied by ownership markers of the same nation.
The two outer spaces are each next to one other space; the two inner spaces are each next to two other spaces. As soon as all four spaces are filled, **immediately** remove them from the game. Take 3 doubloons and score 1 victory point per combat token.
You may place ownership markers on your Resistance Tile, even if you haven't unlocked the village action on the Tile yet! If you are unable to place an ownership marker, remove it from the game instead. You receive no reward.



When you unlock this ship upgrade, immediately take 4 doubloons. You also have a new village action available to you: Reduce the combat value by 3 to remove an ownership marker from the **village** your ship is **currently at**. You cannot do this at a city! If you place this marker on one of the four spaces on your Resistance Tile, you receive that space's reward **twice**.

Interaction with Base Game Effect

The Gravedigger's effect triggers any time you liberate a location (i.e. not only when displacing).

UPRISING



Game Setup

Place Legacy Tile L40 next to the game board, near the combat tokens. This module is always played together with Resistance Tile.

Gameplay

This module changes the Combat action from the base game.
After revealing a combat token, choose a nation and decide if you want to fight *for* or *against* that nation. If you fight *for* the nation, the base game rules remain in effect.



If you fight *against* that nation, then the combat value remains the same, however any **bonuses for most / fewest ownership markers are ignored.**

If you fight *against* a nation, then you have **only** these two new combat actions available to you: **Liberate City** and **Liberate Village (as seen on L40).**
As in the base game, you can only perform each individual combat action once per Combat. As usual, you can increase the combat value by 1 for each figure you return to the general supply or combat point you pay.

Important for this module! When you fight against a nation, you cannot use the base game combat actions (Influence/Annex/Displace), or other combat actions you gained the ability to perform via project cards or ship upgrades. If you would gain influence from the combat token, score 2 victory points instead. You also cannot both fight with and against a nation on the same turn - you must choose one or the other!

Liberate City



Reduce the combat value by 6. Take 3 doubloons and score 1 victory point per occupied city (city with any nation marker). Remove one ownership marker of the nation you are fighting against from a city and place it on one of the four spaces on your Resistance Tile (if you can). Receive the corresponding reward.
You can only perform this combat action if you can remove an ownership marker.

Example: Alex fights against France and reduces the combat value by 6 to remove a French (blue) ownership marker from Cartagena (location 14), placing it onto the third space on his Resistance Tile. He receives 1 figure, takes 3 doubloons, and scores 1 victory point per occupied city at the start of his combat action.

Liberate Village



Reduce the combat value by 4. Remove one ownership marker of the nation you are fighting against from a village and place it on one of the four spaces on your Resistance Tile (if you can). Receive the corresponding reward.
Score 3 victory points for each neighboring location with an ownership marker in it (regardless of nation).
Neighboring locations are those connected by a single arrow.

Example: Beth reduces the combat value by 4. She removes an English ownership marker from the village at location 2. There are ownership markers on two of the three neighboring locations (1, 3, and 5), so she scores 6 victory points. She places the marker on the first space on her Resistance Tile and removes a disc from her ship board.

Interaction with Base Game Effects

For all project card effects that involve the Combat action (and the "Galeon" card effects): In this module you can only use these effects if you fight for a nation. However, various cards that give you combat points before combat can still be used ("Sailor", "Amaro Pargo", etc.).

JACQUES

This expansion includes a new Automa - Jacques - against whom you always play when playing cooperatively. You can choose to play against either Jean or Jacques when playing solo.

Game Setup

Separate the 12 Automa cards with the word "Jacques" at bottom right into two piles (7 A cards and 5 B cards). Choose a difficulty level and randomly remove cards from each pile as indicated by the table below. Shuffle the remaining 7 cards in a face-down pile. This is the Automa pile.

Difficulty level	Remove
Simple ("Deck Scrubber")	5 B cards
Medium ("Keel Diver")	3 B cards and 2 A cards
Hard ("Navigator")	1 B card and 4 A cards
Very hard ("Commodore")	5 A cards

Place Jacques's victory point marker on space 0 of the victory point track. Place his explorer marker on the start space of the explorer track. Give the start player the Automa pile and remaining Automa marker to place to their right, where they remain as a reminder until the end of the game.

Gameplay

Play Maracaibo as usual. Whenever all players have taken a turn (i.e. before the player with the Automa pile to their right takes another turn), reveal the top card in the Automa pile and resolve its effects.

Automa card Explanation

Each Automa card shows a band with 7 areas.
For the first Automa card you reveal, resolve only the first area.
For the second Automa card you reveal, resolve only the second area, etc.

Effects:



Jacques adds a disc previously removed from the game to the indicated city's market. This does not happen if the location's market is full.

If there are no discs available, use something else.



Jacques claims a quest from one of the indicated locations. If there are none, he takes the topmost quest from the pile instead.

If there are multiple quests in the indicated locations, he takes the quest from the location with the lowest number. If there are multiple quests at that location, choose for him.



Jacques moves his marker as many spaces along the explorer track as indicated. If he could reach a quest, he does so, taking the quest. (This means he may move fewer spaces than permitted.) Otherwise, he always takes the shortest path. He ignores all explorer track effects.
His explorer marker is treated the same as any other player's explorer, i.e. it skips occupied spaces and can itself be skipped by other explorers.



Jacques does nothing. However, Jacques ends the round after each player has taken <u>one more turn</u>, if no other player ends the round earlier. He does not reveal another card. If Jacques ended the round, he scores 15 victory points.

Exception for the fourth round: Jacques ends the game after each player has taken two more turns, if no other player ends the round earlier. He does not reveal another card. If Jacques ended the game, he scores 15 victory points.



Example: It is the last round. Jacques' fifth Automa card is drawn. Each player takes another turn. Jacques does not reveal an Automa card. Each player then takes a second turn. If Jacques gets another turn (because no other player ended the round), then he scores 15 victory points and ends the game.

End of a Round

Perform interim scoring as usual.
Then, Jacques scores victory points for each revealed Automa card as indicated in the upper left hand corner of each card. (If he ended the round he also scores 15 victory points, see above.)
Important: Shuffle the revealed Automa cards and add them to the **bottom** of the Automa pile.

Game End

The game ends as usual after final scoring.
Each player whose explorer is ahead/behind Jacques scores/loses 5 victory points. No points are scored for a tie. If explorers are on different paths, count the number of spaces to the next barrier.

Do the same thing for quests: Each player with more/fewer quests than Jacques scores/loses 5 victory points.

When playing solo, you win if you have more points than Jacques. Note that for some scenarios, other victory conditions may also need to be fulfilled.

FREEING THE CARIBBEAN

This module is always played together with **Resistance Tile.**

Game Setup:

All players should turn the combat action tile on their ship boards over, so that the liberation actions are visible (side showing U).



Instead of choosing between two random career cards, randomly give each player one of the following career cards: *Fellowship, Valor, Fighting Spirit, and Urge for Discovery*. The remaining career cards are unused.

Gameplay



This module changes the Combat city action from the base game.
Unlike the base game, during Combat you always choose a nation to fight *against*.
Reveal a combat token and choose the nation you want to fight against. The combat value is as indicated for that nation, however any **bonuses for most / fewest ownership markers are ignored.**

You may then perform liberation actions. These replace the combat actions of the base game. You can perform each liberation action only once per turn:

Liberate City or Village



Reduce the combat value by 5 or 3. Remove an ownership marker from a city or village and place it onto one of the four spaces on your Resistance Tile (if you can). Receive the corresponding reward. If you liberated a city, you also receive the bonus indicated on the city's flag.



If you have unlocked this ship upgrade, then once per turn, during Combat, you may also liberate either a city or village (in the same way as outlined above) by reducing the combat value by 3 or 2. This allows you, during a single Combat, to potentially liberate 2 cities and 1 village, or 2 villages and 1 city.

Influence and Nation Scoring

When using this module, you cannot gain influence with nations. For each influence you would gain, score 2 victory points instead. So, for example, you score 6 victory points when your explorer crosses the red barrier (and no influence).
There is no nation scoring during final scoring.

Interaction with Base Game Effects

Actions or effects that would place ownership markers in locations around the Caribbean are ignored. So, for example, the immediate effects of "Conquer Village" and "Glorious Conquest" cards are ignored. Similarly, any effects that let you move your influence marker to the next noble rank are ignored.
In this module additional combat actions on project cards or home ports can still be used when fighting against nations ("Erect Fort" or "Commercial Expedition", for example).

Any project card effects that give you combat points when fighting ("Sailor", for example) still happen.
When you would lose influence (from the "Deserter", for example), you lose 2 victory points instead.
There are no changes to card prerequisites that involve nations having 3 ownership markers in the Caribbean ("Amaro Pargo", "Mary Read", etc.).

THE SEARCH

Game Setup:

Place card 191 in the story card area next to the Quest Tiles. With 2 players, take the red hint of your choice (L38) and place it, **face-down**, on one of the green spaces. With 4 players, take the red hint of your choice (L38) and place it, **face-down**, on the left-most red space.
The covered space is not available during the game.
Mix up the remaining hints (L38) and stack 2 of them, face-down, in locations 2, 3, 6, 8, 10, 14, 15, 16, 17, 18, and 19. With 2 or 4 players, place only 1 hint in location 2. When playing solo, use card 192 instead of card 191.

Gameplay:

When ending your movement in a location with at least one hint, you may, before your main action, draw and reveal one hint.
If you revealed a red hint, place it on a red space on card 191 and receive the indicated reward.

Important! You cannot reveal hints if both red spaces on card 191 are filled. However, at any time on your turn (even before movement), you can remove hints from the card by paying objects that match those on the hints. Return any removed hints to the box.

If you revealed a green hint, place it on a green space on card 191 and receive the indicated reward.
Once the last green space is filled, you have found out where Luysa is being held! Remove all hints from the board and card 191 and read the reverse side of the card. Then, place Legacy Tile L39 where Luysa was found (i.e. the location of the current player's ship).
If you are playing solo (i.e. using card 192), then you also have found Luysa once there are exactly 11 hints left on the board.

Now, you must free her, either by one player fulfilling the requirements on L39 before the end of the game, or by one player paying 15 doubloons ransom at the end of the game.
It doesn't matter who pays the ransom, as long as the doubloons come from a single player's supply. Players cannot pool resources.

L39 can be fulfilled by any player at any time during their turn (even before movement), provided that player's ship is in the correct location, and they pay the necessary combat points.

Author: Alexander Pfister
Editing: Ralph Bienert
Rules: Markus Müller
Layout: Fiore GmbH
Illustrations: Aline Kirrmann, Fiore GmbH, Odysseas Stamoglou
English Translation: Patrick Korner



Share your adventures and show us your upgraded ship boards with #MaracaiboGame!

We would like to extend our heartfelt thanks to all of the many playtesters and others who helped bring this game to life. Some of the project cards come from submissions by the fans, who have given us permission to print their names on the cards. A big thanks to them also!

Comment from the author and publisher: We would like to remind all players that the power-consolidating efforts and greed of the European powers resulted in terrible costs to the people of the Caribbean during the period that this game is set in.

Unfortunately, mistreating Indigenous peoples, the slave trade, and other horrors were the order of the day. In this game, we are entering this world in an abstract way, using only certain aspects of history, and therefore end up with a romanticized and narrow view. Everyone should remember that life for most people was anything but 'glorious' back then, rather it was rife with oppression and inequality.

SYMBOL SUMMARY

(This portion of the rules is a symbol summary only. You can use it as a reference during the game should questions arise.)

NEW BUYING REQUIREMENTS



You can only buy this card if your explorer has crossed the indicated barrier. You must also return a figure from your supply to the general supply.



In addition to the doubloon cost, you must also pay the indicated goods.



Place a figure from your supply onto the first space of a nation's influence track. The figure has no effect other than indicating which nation the associated card's effect applies to.



Place a figure from your supply next to the combat token piles.

IN-GAME EFFECTS



Draw the top card from the project card pile and then, depending on the object on the card, receive the depicted reward. Add the card to the discard pile.

Example: If the drawn card shows healing herbs, you score 4 victory points.

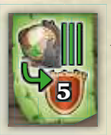
INCOME EFFECTS



As soon as you have unlocked 5 ship upgrades, move your marker 3 spaces forward on the victory point income track.



As soon as you have 5 combat tokens, move your marker 5 points forward on the victory point income track.



As soon as your explorer crosses the green barrier, move your marker 5 points forward on the victory point income track.

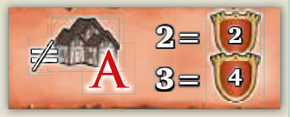
PERMANENT EFFECTS AND ADDITIONAL ACTIONS



When you buy this project card, you must place a figure on one nation's influence track. Whenever any player (including yourself) fights *for* that nation, take 2 doubloons. If a player fights against that nation, you receive nothing.



Whenever you initiate Combat, draw 2 combat tokens and choose one of them. Return the other token to the bottom of one of the piles, face-down.



At the end of your main action, score 2 or 4 victory points if you performed 2 or at least 3 different village actions. If you bought this card with a village action, then you score victory points at the end of your turn if you performed at least 1 other village action. You can also score victory points when you perform multiple different village actions via a city or assistant actions.



After buying this card you may, at any time, discard it instead of paying the good/object of your choice. The card replaces exactly 1 good or object.



If you end your ship's movement in an empty village (no ownership marker), take 1 doubloon for each movement point you spent getting there, to a maximum of 5.



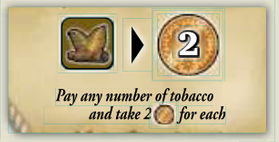
Whenever your ship first stops at locations 4, 7, or 13, take a disc from your ship board and cover the matching space on the card. Once all three spaces are covered, you immediately take 5 doubloons and score 5 victory points.

NEW COMBAT ACTIONS



As your last combat action: Lose 1 influence with the nation of your choice (move your influence marker 1 space backwards) and reduce the combat value by 1. If you do, you may move your explorer up to 2 spaces. If you can't move any of your influence markers backwards you cannot perform this combat action.

IMMEDIATE EFFECTS



Pay as many tobacco as you like. Take 2 doubloons for each.



Pay as many corn as you like. Gain 2 combat points for each.



Remove an ownership marker from the village of your choice. Place it on your resistance tile, if you are using that module (and if you can). Otherwise, remove it from the game.



Place the top two quest tiles from the pile onto this card. As your last village action, you may fulfill one of these quests, following the usual rules, adding it to the quests on your ship board. You can use another (last) village action, on another turn, to fulfill the other quest.



Choose one of the three indicated rewards.



Return an ownership marker that was removed from the game to the corresponding nation's influence track. Take 7 doubloons if you do. If you are using the resistance tile, you have to return an ownership marker from it instead (or ignore the effect). If you are using the **Freeing the Caribbean** module, remove it from the game instead.



Score 1 victory point for each quest tile on your ship board.



Score 1 victory point for each combat token on your ship board.



Score 1 victory point for each combat point you have. Figures do not count!



Score 1 victory point for each figure in your supply.



Score 1 victory point for each unlocked ship upgrade.



Score 3 victory points for each synergy token you have.

ASSISTANT ACTIONS



Gain 2 combat points and immediately perform one of the two indicated city actions. You may also deliver to the chosen city, if the market is not full.



Gain 2 combat points or take 3 doubloons. You may fulfill the top quest tile in the pile (following the usual rules).



When performing this assistant action, you receive:

- Round 1: 7 doubloons
- Round 2: 7 doubloons, 1 village action
- Round 3: 7 doubloons, 1 village action, 2 victory points
- Round 4: 7 doubloons, 1 village action, 3 victory points

CITY TILES



Pay 3 doubloons to perform one of your assistant's action.



Pay 2 identical goods to take 5 doubloons.

PROMOS

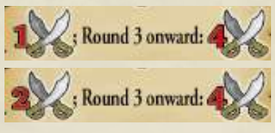


Flying Dutchman: If you fulfill this quest, score 8 victory points and increase your hand limit by 1.



Own Monument: Score 2 victory points at the end of the game for each noble rank you reached.
Note: If you are using the **Freeing the Caribbean** module, we recommend not using this card.

AUTOMA CARDS FOR JEAN



When Jean reveals these Automa cards, you must pay 1 or 2 combat points (not figures!). If you cannot, instead pay as many combat points as you can and Jean scores 3 victory points for each missing combat point. If Jean reveals these cards in the third or fourth round, you must pay 4 combat points instead.

L30 If you move your ship to space 21a (i.e. you trigger the end of the first, second, or third round), and the Legacy Tile space in your color is still empty, then you can move a disc from your ship board to the tile and perform a village action. If the space in your color is already occupied, you may not move another disc here.
Discs on this tile are NOT removed at the end of a round!

L31 When you move your explorer past the ruin, immediately place a figure from your supply onto the start of the ruin track on L32. You cannot go back and place the figure on a later turn if you don't have it available when passing the ruin.
The ruin itself does not count as a space on the explorer track.

L33 If you end your ship's movement on this space you may, before your main action, reveal the top card in the project card pile and receive the reward corresponding to the object on the card. Discard the card afterward.



L34 If you end your ship's movement on this space you may, before your main action, pay 1 combat point to score 2 victory points.

L35 If you end your ship's movement on this space you may, before your main action, pay 2 identical goods to take 2 doubloons.

L37 If you move your ship to this space and the Legacy Tile space in your color is still empty, then you can move a disc from your ship board to the tile. If you do, move your ship from space 13 to space 2. If you have movement points left, you do not need to end your movement on space 2. Your movement does not need to start on space 13, e.g. you could move your ship from space 11 to space 6.
Discs on this tile are NOT removed at the end of a round! You can only use this route once.



L32 When you move your explorer past the ruin (see L31), immediately place a figure from your supply onto the start of the ruin track. From your **next turn** onward, for any actions that allow you to move your explorer, you can choose to instead split this movement between your explorer and the figure on the explorer track. If you move both, you receive rewards for both spaces that they end their movement on. Movement on the ruin track follows the same rules as the explorer track (i.e. skip occupied spaces).
For the first and third spaces on the ruin track, you only receive a reward if you pay the indicated objects. Draw the top card in the project card pile and receive the reward corresponding to the object on the card. Discard the card afterward. You are allowed to end movement on these spaces without paying anything, but you don't receive any rewards in that case.
Take 5 doubloons for stopping on the second space, and score 3 victory points for stopping on the fourth space. Once you reach the end of the ruin track, score victory points depending on whether you reached the end first, second, etc. Your figure remains there until the end of the game.
You can never have more than one of your figures on this Legacy Tile.

L36 A new city has developed! You are not allowed to end your movement here unless you permanently give up one of your three influence markers.
The first time you move to this space, take one of your influence markers (from Spain, England, or France) and place it onto the Dutch flag. Immediately take 5 doubloons per noble rank you attained with that nation. Perform the city action too (which is explained below).
In subsequent rounds, you can freely end your movement here and perform the city action. You do not need to pay an influence marker each time.
You can only give up an influence marker when moving to this space.
At the end of the game, you score no victory points for your influence with the nation you chose to remove the marker from. Each player may have at most 1 influence marker on this Legacy Tile.
As a city action, you take 1 doubloon and gain 1 combat point for each assistant you have on the board and each figure in your supply. If, for example, you have 2 assistants on the board and 3 figures in your supply, you take 5 doubloons and gain 5 combat points.