A game by Michael Rieneck and Stefan Stadler



for 2 to 5 players, ages 12 and up

RULEBOOK

DEEP PRINT GAMES

Components

1 game board



5 properties



5 worker pieces

1 in each color



5 scoring pieces

1 in each color



5 car tiles

1 in each color



Front



Back with donkey cart

30 building tiles



Front



Red back: buildings 1-10



Brown back: buildings 11-20



Blue back: buildings 21-30

25 character cards

1 set per color, each set with the same 5 character cards

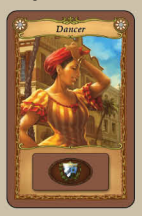


Front



Back

8 promenade cards



Front



Back

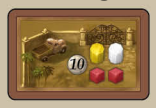
15 ship cards



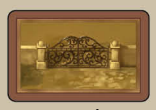
Front

Back

8 starting cards



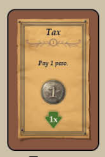
Front



Back

32 act cards

8 Tax Acts



Front



Back

8 Duty Acts



Front



Back

8 Subsidy Acts



Front



Back

8 Restriction Acts



Front



Back

45 product markers



15 x citrus fruits



15 x tobacco



15 x sugar cane

45 resource markers



15 x wood



15 x water



15 x stone

20 commodity markers



10 x rum



10 x cigars

6 action markers



4 special tiles

Newspaper *Votes* *Decree* *Partner*



Front

Back

90 coins



45 x 1 peso



30 x 3 pesos



15 x 5 pesos

1 starting token



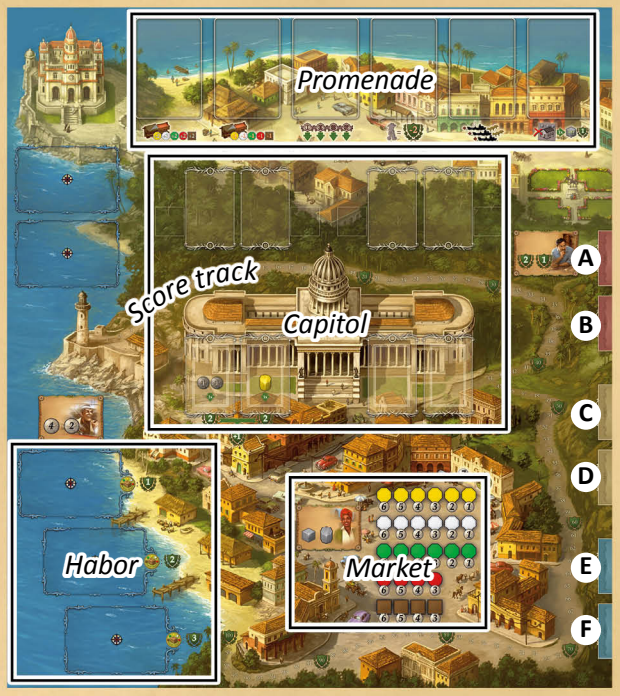
6 folding boxes

to store the components

5 overview booklets

1 per player

Setup



1 Place the **game board** in the middle of the table.

2 Take the 10 **building tiles** with the **red backs**. A ***building number*** is shown on the front and back of each tile. Arrange these tiles face up to the right of the game board by placing the *smaller numbers* (1 to 5) in ascending order next to the *upper red mark* **A**, and the *larger numbers* (6 to 10) in ascending order next to the *lower red mark* **B**.



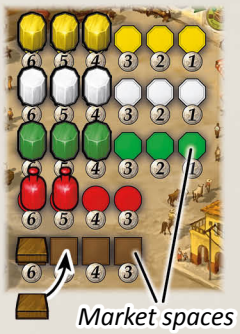


Then take the 10 **building tiles** with the **brown backs** (buildings 11 to 20) and the 10 with the **blue backs** (21 to 30) and arrange them in the same way next to the marks of their colors (**C** - **F**).

All 30 building tiles together form the ***building display***.

3 Place the markers for the products (citrus fruits, sugar cane, and tobacco), commodities (rum and cigars), as well as resources (wood, water, and stone) next to the game board as a ***supply***. Also place the **coins** in this supply.

Then fill half the spaces on the ***market*** with markers. To do this, take 3 x citrus fruits, 3 x sugar cane, and 3 x tobacco from the supply and place them onto the 3 ***market spaces*** of their colors with the values 6, 5, and 4.
Then, take 2 x rum and 2 x cigars from the supply and place them onto the 2 market spaces of their colors with the values 6 and 5.



4 Shuffle the 15 **ship cards** and place them as a face-down ***ship deck*** onto the topmost space on the left edge of the game board. Then draw the top 3 cards of the ship deck and place one face up onto each of the ***Waiting Area***, ***Berth 1***, ***and Berth 2*** spaces. The ***Berth 3*** space remains empty for now.



5 Sort the 32 **act cards** by the Roman numerals (I, II, III, and IV) on their backs. Each number stands for a group of acts: Tax Acts (I), Duty Acts (II), Subsidy Acts (III), and Restriction Acts (IV). Shuffle the cards separately and place them as face-down act decks onto the 4 spaces above the ***Capitol***. The deck with the Tax Acts (I) is placed on the far left. To its right, place the Duty Acts (II), the Subsidy Acts (III), and finally the Restriction Acts (IV).

Then, return the top 2 cards of each of these decks face down to the box without looking at them, so that each deck consists of 6 acts.



6

Take the 6 **action markers** and place 2 onto each of the ***alternative spaces*** of the game board, one above each ***reward.***





7

Take the 4 **special tiles** and place each one below the building that shows its image (27 to 30) in the building display.



8

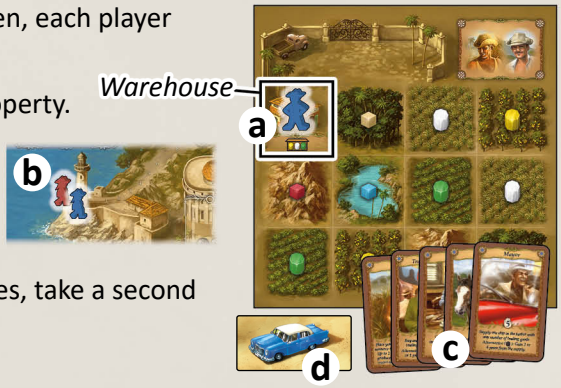
Each player takes a random **property** and places it in front of them. Then, each player chooses a color and takes the components of that color:

a) Take your **worker piece** and place it onto the ***Warehouse*** of your property.

b) Take your **scoring piece** and place it at the lighthouse at the start of the ***score track*** on the game board.

c) Take your set of **5 character cards** into your hand.

d) Take your **car tile** and place it next to your property. In 2-player games, take a second car tile of a different color too.



9

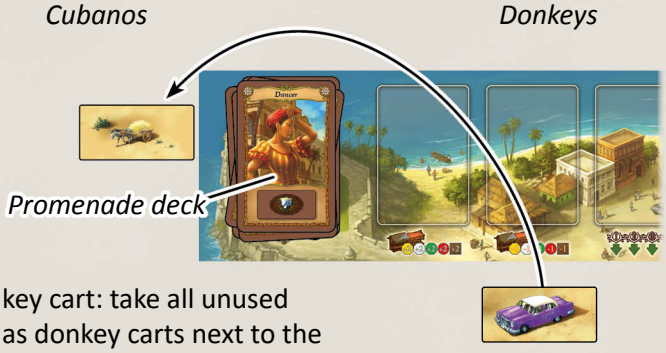
Take the 8 **promenade cards**. These include 6 *Cubanos* and 2 *donkeys*. Use 6 of them according to you player count:

In 2-player games: 5 Cubanos, 1 donkey
In 3-player games: 4 Cubanos, 2 donkeys
In 4-player games: 5 Cubanos, 1 donkey
In 5-player games: 6 Cubanos, 0 donkeys



In games with fewer than 6 Cubanos, randomly determine which ones to include or agree on a selection together. ***Important:*** *The Dancer must be included.*

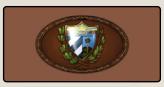
Return the two unused cards to the box and place the remaining 6 cards (initially unshuffled) as a ***promenade deck*** to the left of the promenade.



For each donkey in the promenade deck, you also need a donkey cart: take all unused car tiles (0, 1, or 2), turn them to their backs, and place them as donkey carts next to the promenade deck.

10

Determine a starting player and give them the **starting token**.

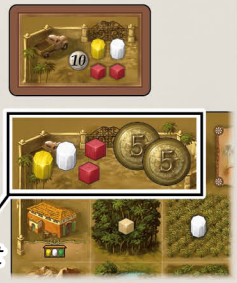


11

Shuffle the **starting cards**. Lay out one per player and then add one more. Starting with the player sitting to the right of the starting player and going counterclockwise, each player chooses one of the face-up starting cards and takes it.

Then, each player gains the products, resources, and pesos shown on their starting card from the supply and places them in the ***forecourt*** of their property.

Finally, return all starting cards to the game box.



Object of the Game

Cuba before the Revolution: In turbulent times, the island's cities strive for independent wealth and influence. Who will trade their products and commodities profitably on the domestic market, or earn the most from merchant ships? Who will send influential delegates to parliament to influence legislation and build distilleries, hotels, and banks for the prosperity of the people?

The player who has earned the most victory points at the end of the game wins. You gain victory points in several ways, including shipping goods in the harbor, constructing buildings and using their abilities, and implementing certain acts.

Playing the Game

Cubaneo is played over 6 rounds. Each round consists of the following 6 phases:

A) PREPARATION PHASE

B) ACTION PHASE

C) EVENT PHASE

D) PARLIAMENT PHASE

E) ACT PHASE

F) CLEAN-UP PHASE

After the Act Phase of the 6th round, the game ends and whoever has the most victory points wins.

Whenever a player receives victory points ( ) during the game, they immediately record them on the score track by moving their scoring piece forward that many steps.



Notes on the components in the supply

In *Cubaneo*, there is a distinction between resources, products, and commodities.

There are 3 types of **resource**:
wood , water , and stone .

There are 3 types of **product**:
citrus fruits , sugar cane , and tobacco .

There are 2 types of **commodity**:
rum and cigars .

Only products and commodities can be used on the market and the ships. Therefore, products and commodities are known as **trading goods**.

Coins (pesos): You may exchange coins with the supply for different denominations at any time.

The supply of coins, commodities, resources, and products is considered unlimited. If you run out, use something else as a replacement.

A) PREPARATION PHASE

- Shuffle the **promenade deck** face down and place one card face up onto each of the 6 ***card spaces*** of the promenade at the top of the game board. Below each donkey card (if any), place a donkey cart to cover the ***event*** there.
- Then, reveal the top card of each of the 4 *act decks* and leave them face up on their decks. These face-up acts are called ***proposed acts***.



B) ACTION PHASE

Note: *This is the Action Phase for 3 to 5 players. Minor changes for 2-player games are described on page 9.*

The Action Phase is the main phase of each round. In it, each player takes a total of 5 turns. The starting player takes the first turn. Then play proceeds clockwise with each player taking one turn at a time, until everyone has taken their 5 turns.

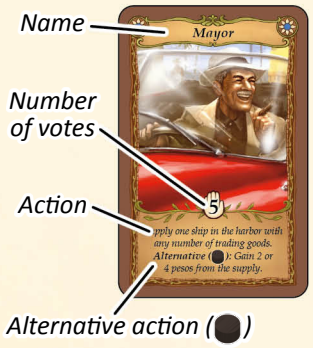
On your turn, choose either of the following options:

a) Play a character card from your hand and perform its action.

OR **b)** Use your car to **visit a promenade card** and perform its action. However, you can only choose this if your car is still in front of you.

The Action Phase ends when each player has visited a promenade card with their car and has played 4 of their 5 character cards. Each player keeps their last character card in hand for the Parliament Phase, when the *number of votes* printed on the card becomes important (*see page 10*).

Character card breakdown



a) Play a Character Card from Your Hand

Choose a character card from your hand and place it face up in front of you (if any character cards are already in front of you, place the new one on top). Then perform the card's **action**. Some cards have an **alternative action** that you can perform instead of their normal action (*see page 7*).

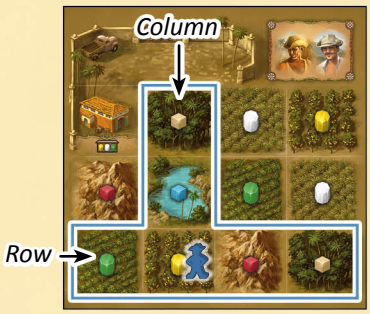
The character cards:



The Worker

(number of votes: 1)

Action: Place your **worker piece** onto any *space* of your property (or leave it on its current space), then activate all 6 spaces in its *row* and *column*.



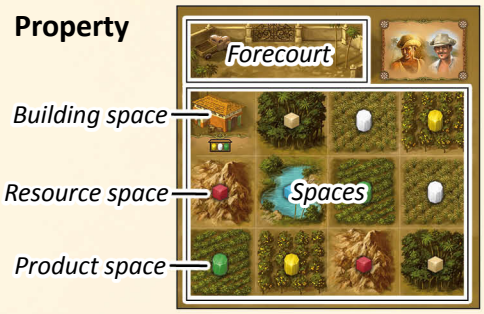
The activated spaces produce resources and products as follows:

Each activated **resource space** ( ) produces 1 marker of its printed type. Take them from the supply and place them in your *forecourt*.

The production of the activated **product spaces** ( ) is a bit more limited: Only up to two of them produce their printed markers for free. For every additional activated product space you wish to harvest, you must **irrigate** by returning 1 water from your forecourt to the supply. For example, if 4 product spaces are activated, you can produce the printed markers of any two of them without paying water to the supply OR you can produce the printed markers of 3 of them by paying 1 water OR you can produce all 4 printed markers by paying 2 water.
Take the produced product markers from the supply and place them in your forecourt.

Activated **building spaces** produce nothing.

Property



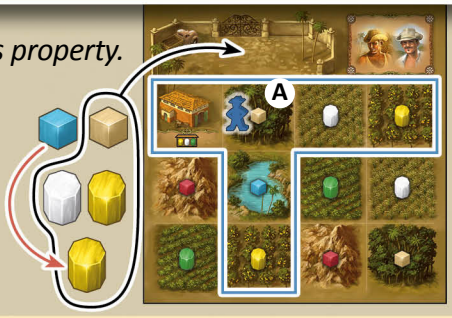
Your Property consists of 2 areas:

The ***forecourt*** serves as storage for your products, resources, and commodities.

Below it is a 3x4 grid of 12 ***spaces***. It consists of 5 *resource spaces*, 6 *product spaces*, and 1 *building space* containing the Warehouse (*see page 8*).

Note: *The illustration of the Worker and Foreman characters in the upper right corner merely serves as a reminder that these characters are associated with the property's worker piece.*

***Example:** Peter plays his Worker and places his worker piece onto space A of his property. This activates 2 resource spaces, 3 product spaces, and 1 building space. He produces the resources from the 2 resource spaces (1 x water and 1 x wood) as well as the products from 2 of the 3 product spaces (he chooses 1 x sugar cane and 1 x citrus fruits). Since he also wants to produce the product from the third activated product space (citrus fruits), he irrigates by returning the water he just produced to the supply.*





The Tradeswoman

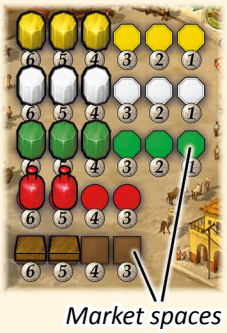
(number of votes: 2)

Action: Perform **any number of transactions** on the market in any order. There are 2 types of transaction: *selling a trading good* and *buying a trading good*.

Selling a trading good: Take 1 trading good from your property and place it onto an empty *market space* of its type. Take as many pesos from the supply as shown on that space. If all market spaces of a type are occupied, you may not sell a trading good of that type.

Market

With the Tradeswoman, you can sell and buy trading goods on the board's market. For each of the 5 types, there is a row of *market spaces*. Each space can hold 1 trading good of its type and has a value in pesos, which determines that trading good's price when selling or buying.



Buying a trading good: Choose a trading good you wish to buy from a market space. Pay to the supply as many pesos as shown on that space. Then take the trading good from that space and place it in your forecourt. If there is no trading good of the type you wish to buy on the market, you may buy it from the supply for 7 pesos.



***Example:** Jana plays the Tradeswoman and first sells 2 x sugar cane and 1 x tobacco on the market, receiving 3 + 2 + 3 = 8 pesos from the supply. Next, she buys 1 x citrus fruits for 2 pesos and 1 x rum from the supply for 7 pesos. In total, she must pay 9 pesos to the supply.*



Alternative action of the Tradeswoman: Choose an uncovered reward of the Tradeswoman alternative space and cover it with an action marker (*see right*).



Reward a: Take any 1 resource from the supply and place it into your forecourt.

Reward b: Take any 1 product from the supply and place it into your forecourt.

Alternative actions

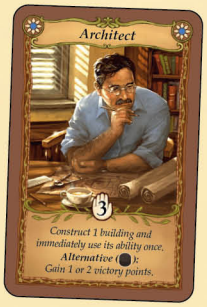


The Tradeswoman, Architect, and Mayor each have an alternative space on the game board that shows two rewards and has two action markers. These are related to the alternative actions of these characters.

If you use a character's alternative action, choose one of the uncovered rewards of its alternative space and cover it with an action marker.

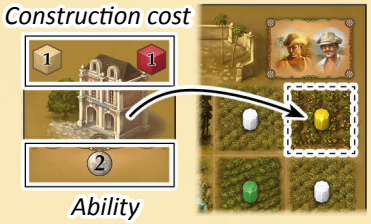
Each round, each reward can only be chosen by a single player. While both rewards are covered, that character's alternative action cannot be used.





The Architect

(number of votes: 3)



Action: Construct 1 building whose tile is available in the building display. To construct a building, you must first pay the ***construction cost*** shown at the upper edge of its tile by returning those resources from your forecourt to the supply. Then take the tile from the display and place it onto any product or resource space on your property (even if it contains your worker piece). The built-over space is considered a building space from now on. You can no longer produce products or resources there with the Worker, and the space cannot be built on again.

Important: When you place a building, you may immediately activate its ***ability*** once. Also, at the end of the game, each building is worth 2 victory points.

The ability of each building is explained in the overview booklet.

Alternative action of the Architect:
Choose an uncovered reward of the Architect alternative space and cover it with an action marker (*see the bottom of page 7*).

Reward a) Gain 2 victory points.

Reward b) Gain 1 victory point.



Example: *Peter plays the Architect and wants to construct the Small Bank. He pays the construction cost of 1 x wood and 1 x stone and places the building tile on the citrus fruits product space in the upper right corner of his property. Then, he activates the Small Bank once, taking 2 pesos from the supply.*





The Foreman

(number of votes: 4)

Action: Choose 1 of these 2 options:

1) **<u>Without moving your worker piece</u>**, activate all **building spaces** in its *row* and *column*, using each of their abilities up to once, in any order. Resource and product spaces are not activated.

OR **2)** Use the ability of **any one building** on your property.



Building: Warehouse
The Warehouse is on your property from the start. It has the following ability: Store all your products by moving all ***product markers*** from your forecourt to your Warehouse.



The Warehouse is important, because during the Clean-up Phase (*see page 12*), all products that are not stored spoil and must be returned to the supply. Resources and commodities never spoil.



Example: *Peter plays the Foreman and activates all the building spaces in his worker piece's row and column (the Warehouse and the Small Bank). First, he uses the Small Bank and receives 2 pesos from the supply. Next, he uses the Warehouse and moves all product markers from his forecourt to the Warehouse.*



The Mayor

(number of votes: 5)

Action: Supply a single ship in the harbor with trading goods. To do this, choose a ship at Berth 1, 2, or 3 and place any number of trading goods from your forecourt and/or Warehouse onto its matching empty goods spaces. Depending on that ship's berth, you gain 1, 2, or 3 victory points for each trading good you place onto it.



Harbor and Ships



The harbor consists of 3 berths, each of which can hold 1 ship card. Each ship has 5 *goods spaces*, each indicating by its shape and color which trading good may be placed there.

Once all its 5 goods spaces are occupied, a ship is considered fully loaded.



***Example:** Jana plays the Mayor and wants to supply the ship at Berth 2. She takes 1 x rum and 2 x citrus fruits from her forecourt and places them onto the matching spaces of the ship. For these 3 trading goods, she gains 3 x 2 = 6 victory points.*



Alternative action of the Mayor:
Choose an uncovered reward of the Mayor alternative space and cover it with an action marker (*see the bottom of page 7*).

Reward a) Gain 4 pesos from the supply.

Reward b) Gain 2 pesos from the supply.



b) Visit a Promenade Card

On one of your turns during the Action Phase, you must, instead of playing a character card from your hand, visit a promenade card with your car. To do this, take your car tile from beside your property and use it to cover the ***event*** below a promenade card of your choice that is not yet covered by another car or donkey cart. Then, perform the action of that card (*see the following page*).

Leave your car tile below the promenade card. This blocks the card from others and ensures that the event underneath won't occur during the Event Phase (*see page 10*).



***Example:** It's Peter's turn and, instead of playing a character card, he visits one of the promenade cards. Since Jana has already visited the Revolutionary this round and it is blocked by her red car tile, Peter chooses the Musician instead. He places his car tile onto the event underneath and performs the Musician's action.*

Changes in 2-player games: In 2-player games, each player has 2 car tiles and so spends two turns visiting promenade cards. The Action Phase ends after each player has taken 6 turns, having played 4 character cards and visited 2 promenade cards.

The Actions of the Promenade Cards



The Dancer

Take the **starting token**. You will be the starting player in **next round**'s Action Phase. (*This doesn't change the order of the current Action Phase.*)



The Harbor Master

Swap the positions of 2 ship cards on **adjacent** berths (i.e., Berths 1 and 2, or Berths 2 and 3). A ship may not swap with an empty berth.



The Musician

Gain 2 pesos from the supply.



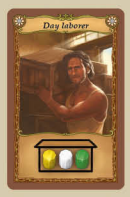
The Revolutionary

Gain 1 victory point.



The Lawyer

You may pay 1 peso to the supply to use the ability of any **one** of your buildings once.



The Day Laborer

Move all products from your forecourt to your Warehouse.

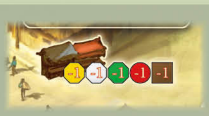
C) EVENT PHASE

When you have finished the Action Phase, resolve the single event that remains on the promenade (not covered by any token).

The events:



Add 2 trading goods of **each type** to the market. Take the markers from the supply and place each onto the leftmost matching empty market space. If there are no matching empty market spaces, no marker of that type is added.



Remove 1 trading good of **each type** from the market by removing the rightmost marker from each row (if any) and returning it to the supply.



Go directly to the Parliament Phase, but skip its Step 1 entirely. Instead, continue with Step 2 as follows: **All proposed acts** are passed and become active.



The player with the most victory points loses 2 victory points by moving their scoring piece backward on the score track. If multiple players have the most victory points, each of those players loses 2 victory points.



All ships in the harbor depart immediately. Return their trading goods to the supply. Then shuffle the ships and place them face down on the bottom of the ship deck. Move the ship in the Waiting Area to Berth 3 and fill Berth 2, Berth 1, and the Waiting Area with one face-up ship each, drawn from the ship deck.



Each player **may** remove a building tile from their property and return it to the building display. If you do, gain 1 victory point. Also, take from the supply all resources shown as that building's construction cost and add them to your forecourt.

D) PARLIAMENT PHASE

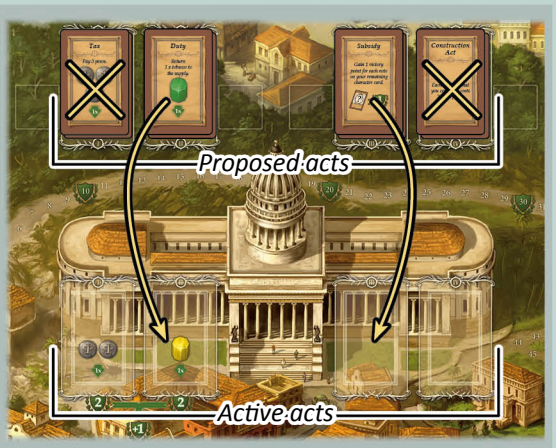


The Parliament Phase takes place over two steps: In Step 1, you work out who has the most votes. In Step 2, this player passes two of the proposed acts.

STEP 1: Each player does the following: Place your **remaining character card** from your hand face up in front of you and announce how many votes it has. Then, you may secretly purchase additonal votes at a price of **1 vote per peso**. To do this, covertly add any number of your coins to your hand (even none), without letting your opponents know how many. Once you are all set, open your hands simultaneously and announce how many votes you purchased. The player with the most total votes from their character card and purchased votes wins and receives decision-making authority. If tied, the tied player who purchased more votes wins. If still tied, the tied player who would take their turn earlier in the next round's Action Phase wins (i.e., the player with the starting tile or nearest to that player's left).

Attention: Before you proceed to Step 2, **everyone** must return to the supply **all** coins they used to purchase votes.

STEP 2: The person with decision-making authority must now pass two of the proposed acts. To do this, they choose two of the face-up act cards on the act decks and place each onto the space for ***active acts*** directly below. If an act is already there, it is covered and no longer applies. Return the unchosen proposed acts to the box.



Example: *Peter and Jana each reveal their Mayor (5 votes) and Hedda reveals her Tradeswoman (2 votes). Since Hedda constructed the Town Hall this round, the Votes special tile gives her 2 additional votes (see building 28 in the overview booklet). Then everyone simultaneously reveals how many votes they purchased: Jana purchased no votes, Peter purchased 1 vote, and Hedda purchased 2. So Peter and Hedda have the same number of total votes. However, because Hedda purchased more votes, she receives decision-making authority. She passes the Duty Act and the Subsidy Act. The previous Duty Act loses its validity.*

E) ACT PHASE

In the Act Phase, you now resolve all ***active acts*** (I–III) one after the other from left to right:



Ⅰ **Tax Act** *(one is printed on the board from the start)*
Each player **may** obey the act by paying the indicated **pesos** to the supply. If they do, they receive 2 victory points.

Ⅱ **Duty Act** *(one is printed on the board from the start)*
Each player **may** obey the act by returning the shown ***products, resources, and commodities*** from their forecourt and/or Warehouse to the supply. If they do, they receive 2 victory points.

Note: Anyone who obeys both the Tax Act and the Duty Act gains **1 additional victory point**.

Ⅲ **Subsidy Act**
If a Subsidy Act is active, each player receives victory points according to its conditions. Details on the Subsidy Acts can be found in the overview booklet.

Ⅳ Restriction Act

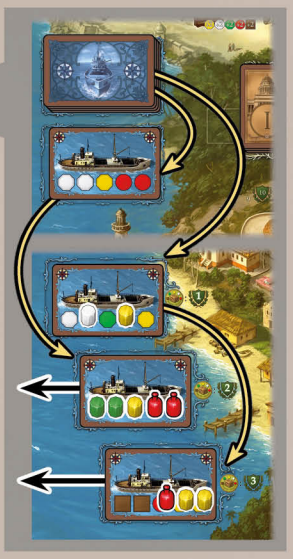
Restriction Acts have no effect in the Act Phase. However, they describe restrictions that affect play and remain in effect until replaced. Details on the Restriction Acts can be found in the overview booklet.



F) CLEAN-UP PHASE

In the Clean-up Phase, carry out the following steps in order:

1. **Products Spoil:** Return all **products** in **forecourts** to the supply. Products in Warehouses do not spoil. Resources and commodities never spoil.
2. **Ships Depart:** The ship at **Berth 3** (if any) as well as all **fully loaded** ships depart. Return the trading goods on them to the supply. Then, shuffle these ships and place them face down on the bottom of the ship deck. Move all remaining face-up ship cards in the harbor down as many spaces as possible. Then, place the ship card from the Waiting Area onto the lowest free berth and refill any other empty berths and the Waiting Area with one face-up ship each, drawn from the ship deck.
3. **Reset Action Markers:** Ensure that all action markers on alternative spaces are back above their rewards.
4. **Reset Promenade:** Take all promenade cards from the card spaces and place them back next to the promenade as a promenade deck. Place any donkey carts from the promenade back next to the promenade deck.



5. **Retrieve Car Tiles and Character Cards:** Each player takes their car tile from the promenade and places it back next to their property (or, in 2-player games, retrieves both of their car tiles). Then each player returns their 5 character cards to their hand.

Then start the next round.

End of the Game

After the Act Phase of the 6th round (when no more cards are left in the act decks), the game ends.

Each player gains an additional **2 victory points for each building** on their property (including the Warehouse).

Whoever has the most victory points wins. If tied, the tied player with most pesos wins. If still tied, the tied players share the victory.

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