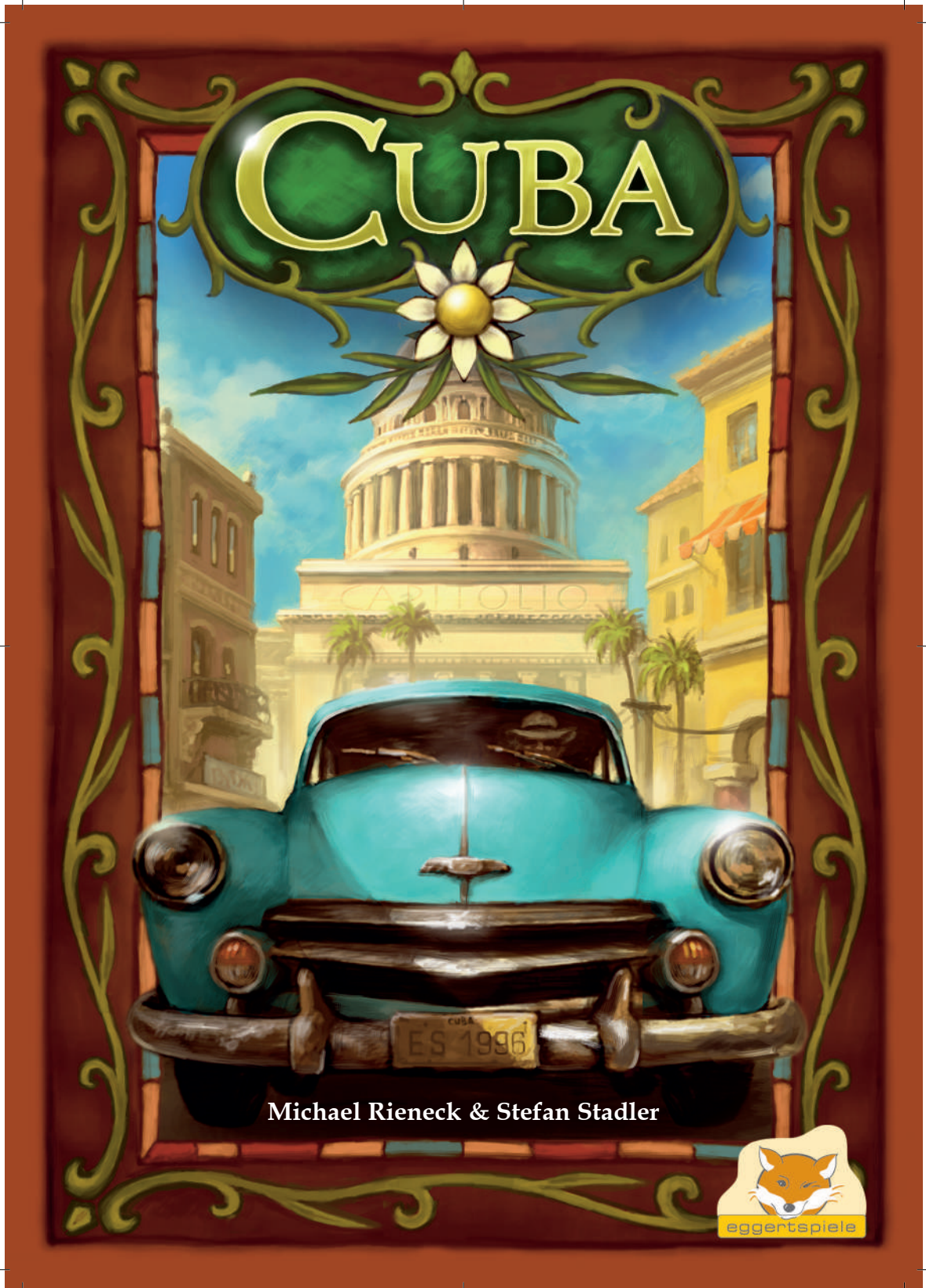
Spieleanleitung Einzelseiten Englisch 01.10.2007 13:58 Uhr Seite 1



Michael Rieneck & Stefan Stadler

eggertspiele

Table of contents

02-02	Object of the game
03-03	Game materials
04-05	Set-up
06-06	Overview of the game
06-12	The 5 Phases of a round
06-06	(A) Bills
06-09	(B) Action phase
	The worker
	The tradeswoman
	The architect
	The foreman
	The mayor
09-10	(C) Parliament phase
10-11	(D) Statute phase
12-12	(E) End of a round
12-12	End of the game
13-16	Anhang
	The buildings
	Strategic considerations
	Game variant

CUBA

A strategic game for 2 – 5 enterprising islanders by Michael Rieneck and Stefan Stadler

Cuba prior to the revolution: Under turbulent circumstances, the villages of the island strive for independent wealth and influence.
Who can buy and sell his products and goods on the domestic market profitably or take in the most on the trading ships? Who can send the right delegate to parliament in order to influence the government legislative process, or erect distilleries, hotels and banks at the right moment to the benefit of his village?

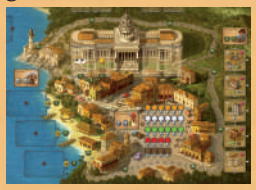
Object of the game

Whoever has accumulated the most victory points at the end of the game, wins. Players earn victory points by shipping merchandise from the harbor, but also by erecting and using buildings, and by abiding by the law.



Game materials

1 gameboard



5 plantation boards

 (example)

25 character cards
(5 each in blue, red, yellow, green, and purple)



15 ship cards

 (example)

1 starting player card *(plus stand)*



24 small statute cards

 6 other Acts

 6 Duty Acts

 6 Subsidy Acts

 6 Tax Acts

25 building tiles

 (example: Saw Mill)

1 voting tile for the town hall



1 veto tile for the church



5 playing pieces in the players' colors



5 playing markers in the players' colors



54 product pieces
(18 octahedrons each in of white, orange, and green)



30 goods pieces
(15 red rum bottles and 15 brown cigar boxes)



45 resource pieces
(15 cubes each in natural, red-brown, and blue)



60 coins
(45 x 1, 25 x 3 and 15 x 5 pesos)



6 black marking pieces



4 short rules sheets



Set-Up

1. Put the **gameboard** in the middle of the table.

2. Place **the 25 building tiles** face up onto the appropriate spaces onto and next to the gameboard



3. Lay out the **products** and **goods**, sorted by color, as general stock. After that, put **3 each of citrus fruit** *(orange)*, **sugar cane** *(white)* and **tobacco** *(green)* on the appropriate gameboard spaces labeled with the prices 6, 5, and 4. *(This area of the board is called "market").* In the beginning of the game, **rum bottles** *(red)* and **cigar boxes** *(brown)* are only represented **by 2** goods pieces each on the market (prices 6 and 5).



4. Sort the **resource pieces** *(cubes)* also by color – red-brown (**stone**), natural (**wood**) and blue (**water**) – and lay them out as general stock.



Note: During the game, it is important **to differentiate between resources**, **products**, and **goods**. There are 3 kinds of resources *(cubes)*, 3 sorts of products *(octahedrons)*, and 2 kinds of goods *(cigar boxes and rum bottles)*. The trading ships transport products as well as goods. Both of these together are called **merchandise**.
Resources are **not** shipped.

5. Put the 6 black marking pieces next to the gameboard easily within reach.

6. Shuffle the **15 ship cards** and place them as a face-down pile next to the gameboard. Then lay the two **top cards face up onto the first two docks** in the harbor *(one or two victory points per load)*. The **third dock** in the harbor **remains empty in the first round**.

7. Lay **another ship card** face up onto the position shown **on the edge of the gameboard** close to the harbor. *(The ship is theoretically still at sea, but already on target to reach the Cuban harbor in the next round.)*

8. There are **24 statute cards**, divided into 4 types *(I to IV)*, each of them with 6 acts. Form **separate piles of 6 cards** for each type of act; shuffle

the cards and put them, face down, on the spaces marked on the edge of the gameboard.

I. Tax Acts
II. Duty Acts
III. Subsidy Acts
IV. Other Acts



9. Determine a **starting player**. He gets the starting player card, puts it in the stand, and places it in front of him.

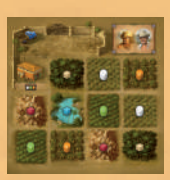
10. Each player chooses a color (blue, red, yellow, green or purple) and gets:

- a **playing piece and** a **playing marker** of his color.



- a **plantation board**, also of his color. Each of these boards has 12 fields (3 x 4) and consists of one warehouse *(with a lot)*, one lake, two mountain regions, two forests, and two tobacco, two sugar cane and two citrus fruit plantations. The arrangement of fields on one side of every board is identical but different on the other side.

Either everybody plays with the same arrangement of fields, or the players decide to choose their individual plantation boards. Theindividual boards are often preferred since the game is even more interesting that way.



- seed money of **10 pesos**. Each player's money lies face up in front of him.



The remaining coins are put aside as stock.

- **2 resource pieces** *(wood, stone or water)* **and 2 product pieces of his choice** *(citrus fruit, tobacco or sugar cane)*.

- a set of character cards, consisting of **5 cards of his color** *(worker, tradeswoman, architect, foreman, and mayor)*.

11. Each player places his **playing marker on the starting space of the victory point path** *(lighthouse on the gameboard)* and his **playing piece in the warehouse** on his plantation board.

It is easier if one player organizes the monetary transactions with the coins and another player takes care of the resource, product and goods movement.

Overview of the game

The game plays for **6 rounds**, each of which is executed in 5 phases in the same way:

A. bills
(overview of the potential statutes)
B. action phase
(playing the character cards)
C. parliament phase
(voting on bills)
D. statute phase
(implementing acts)
E. end of the round
(preparing the next round)

Hint for beginners: *Cuba is an enthralling game with different courses of action and a variety of strategic possibilities. To become familiar with the game, it is recommended that you just start playing first following the description below without regard to losses, and then deal with the strategic challenges as required (p. 15).*
HAVE FUN!

The 5 phases of a round

A Bills

Turn over the **top card** of **each of the 4 statute piles**. The cards remain on their piles until the next parliament phase, but they are now only **bills** – proposals that the players take note of at this stage.

B Action phase

Overview of the flow of the action phase:

The **starting player** begins and the other players follow **one after another in clockwise fashion:** Each player plays **any one** of his own **character cards** *(by putting it face up in front of him)* and carries out the **appropriate action(s)**. Whoever earns victory points, records them immediately with his playing marker on the victory point path. After that, it is the next player's turn. This continues until each player has played **4 cards**. *(Each player lays down the cards he played one on top of the other, slightly overlapping; the fifth card is kept in hand until the parliament phase.)*



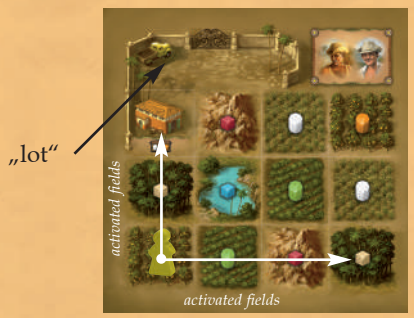
The 5 character cards:



The worker
(1 voice in parliament)

If you play the worker, you may **move** the **playing piece on your plantation in any way** or leave it where it is. Then, you **"activate"** those **6 fields** of your plantation that are in the **same row and**

column as the piece. You **"use"** the activated fields in the following ways:



- **For each activated field** *(except for the warehouse or other buildings)*, you **get the respective resource piece** or product piece from the stock. This also applies to the field on which the piece is standing. However, since the worker can use **only a maximum of 2 product fields**, you must choose just 2 of them. This restriction does not apply to the resource fields.

In the example above: 1x stone, 2x wood, 1x citrus fruit, 1x tobacco

- By **giving up** water pieces, the worker may use **one additional activated product field per water piece**. He may also use water pieces that he has gotten in the current turn. However, he is **not allowed to use a field twice**.

- You deposit the resources and products on your plantation in **the lot** in front of the warehouse on your plantation board.

The lot is not a "field" and is never activated.

The lot is just a temporary depot for your personal stock.
(resources and merchandise)

Note for the 2nd to 6th round: If you play the worker, take note of whether the Drought Act (IV) is currently in force.



The tradeswoman
(2 voices in parliament)

If you play this card, you may execute as many of the following transactions as you want and can:

- You may **buy any number of pieces of merchandise at the market**. In doing so, you take the appropriate pieces from the gameboard and pay the price as indicated underneath the merchandise to the general stock. **Put the merchandise in the lot in front of your warehouse.**

- You may also **sell any number of pieces of merchandise at the market** if the appropriate spaces are still available. In doing so, put the pieces on the gameboard and receive from the stock the price that is indicated underneath the spaces.

- If **no piece** of a particular kind of merchandise is **left on the market**, you may also **buy units of this ind from the general stock**. The cost, regardless of the kind, is **7 pesos**.

- **If the market is full,** you may **sell** the **products to the stock for 1 peso per piece** and the **goods for 3 pesos per piece.**

Alternative use of the tradeswoman:
Instead of operating on the market, you can **take from the stock for free either**
(1) **one resource of any kind** *(stone, wood, or water)* **or**
(2) **one unit** of any **product** that currently has the lowest price at the market.

Use of the black marking pieces:

Application of **the alternatives for the tradeswoman, architect, and mayor**: If you use one of them, then cover the respective space on the gameboard with a black marking piece.
This way **each alternative can be used only once per round**.





The architect
(3 voices in parliament)

If you play this card, you may choose **one building from the stock** *(gameboard or next to it)* and **put** *("build")* it on **any field** of your plantation board, also on the lake, the mountain region or "underneath" the worker piece, **but not into the warehouse or on top of another building**.

To build, you have to **give resources to the stock**. The amount of resources required is written on the top line of the building tiles. *To build a cigar factory, for instance, you must pay 2 x stone and 2 x wood.*



Cigar Factory
Building costs:
2 x wood + 2 x stone

Alternative use of the architect:
If you are the **first player** to play this card in a round without erecting a building, you earn **2 victory points**; the **second player** still gains **one victory point**. *(For how to use the marking piece, see example at bottom left.)*

Note for the 2nd to 6th round: If you play the architect, take note of whether the Building Act (IV) is currently in force.



The foreman
(4 voices in parliament)

With the foreman, you can **use the features of your buildings** *(appendix p. 13)*. You have 2 choices:

(1) You use, **in any order, all buildings** that are in the same row or column as the playing piece, including the building that may be underneath the playing piece *(no matter if the worker card has already been played)*.

(2) You use **any one** of your buildings.

One building, the warehouse, already exists on the plantation board. If you use it with your foreman, you can place – that means **"store"** there – all products you have at the moment. This is important since the players must **give up all**

products they haven't stored at the end of every round. You don't have to put goods and resources into the warehouse.

The merchandise in the lot and in the warehouse is available at any time, no matter where the playing piece is.



The mayor
(5 voices in parliament)

If you play the mayor, you may supply a ship of your choice in the harbor with any number of pieces of merchandise and earn victory points for this action. **You may supply one ship only**; you are not allowed to divide the supply between several ships.

- If you supply **a ship with merchandise**, lay the appropriate products or goods on the spots marked on the ship card. Each ship transports only those pieces of merchandise for which it has space available, and is considered "fully loaded" when **each of the 5 spaces** is covered **with a piece of merchandise**.



Each ship can transport a maximum of 5 defined pieces of merchandise.

- **Depending on the position** of the ship in the harbor, you earn **1, 2 or 3 victory points for each piece of merchandise you supplied on the ship in this round.**
- All ships remain in the harbor until the end of the first round.

Note for the 2nd to 6th round: If you play the mayor, take note of whether the Harbor Act (IV) is currently in force.

Alternative use of the mayor:

If you play the mayor, you can also forgo the supplying of a ship. The **first player** who does so in a round **gets 4 pesos**; the **second player** still gets **2 pesos**.
(For how to use the marking piece, see p. 8.)

Changing the starting player at the end of the action phase:

After everybody has played his 4th card and performed the appropriate action(s), **a new starting player is determined immediately:**

- The player whose **last** (fourth) **card** has the **highest value** becomes the new starting player. *(He now gets the starting player card.)*
- If more than one player has played the card with the highest value as the fourth card *(e.g., the mayor)*, the player who played his card last becomes the starting player.

C Parliament phase

Two of the four bills are now **selected and passed** in the following way:

- Each player reveals his 5th character card *(the one he has not played during the action phase)* and shows how many votes he has in parliament: The different characters have **different values** as indicated on the

cards (1 to 5). The value equals the **number of votes** that a player has in parliament in the current round.

- Whoever has built the **Town Hall** and used it with the foreman, gets 2 additional votes.

- Then the players have the **chance to buy additional votes: One vote costs one peso each**. To do so, each player takes as much of his money as he thinks he needs, and holds it, hidden in his fist, over the table. All players bid at the same time. Whoever does not want or is not able to buy votes, bids with his fist empty. **The player who has the most overall votes** after the bidding, selects **exactly 2 bills** and passes them as follows:

- Each **selected act** is put on the **appropriate space of its section (I-IV) in parliament** and **takes effect immediately**. If another statute is already on that space, it becomes invalid. The bills that have not been selected are removed from the game.

- If **more than one** player has **the most votes** after the first bidding round, **the players involved may buy votes once more**. In case there is still a tie, the starting player or the player involved who follows in clockwise order, wins.

- **All money invested** in votes **is given to the stock.** Everybody has to pay what he bid, even if he could not get a majority.

Note for the 2nd to 6th round: Buying votes is not permitted if the Corruption Act (IV) is currently in force.

- **Coalitions are not permitted.**

D Statute phase

Now the current acts (maximum of 4) are put into action – as far as possible. This is done in the **order as described below** (I – IV).

Tax Acts (I)

In the beginning of the game, the tax is 2 pesos. When the act has been replaced by a new one, the tax can now vary **between 1 and 5 pesos**. However, one of these acts is different: taxes are levied **according to the current number of a player's buildings**.

- If you pay taxes to the stock according to the current act, you earn **2 victory** points; if you cannot or do not want to, naturally you get nothing.

Duty Acts (II)

In addition to the taxes, the players are also supposed to give resources or products to the general stock. In the beginning of the game, the duty is 1x citrus fruit. Based on a new act, the duty can now be **1 x sugar cane**, **1 x tobacco**, **1 x water, or 2 resources**

or products of any kind. However, it can also go back to **1 x citrus fruit.**

- If you comply with the current duty act, you earn, as in the tax act, 2 victory points.
  If you don't do that, you miss out.

Note: If you **comply with the tax act as well as with the duty act,** you gain one **additional victory point –** i.e. a total of **5** (2 +2 +1).

Subsidy Acts (III)

In the beginning of the game, there are no subsidies yet. When a subsidy act has passed during the first parliament phase, the players can now get additional victory points if they meet the requirements, but they **don't have to pay or give up anything!**

According to the **current subsidy act**, you earn **one victory point** for:

- each of your buildings
- each of your open resource fields
- each of your open product fields
- each of your water pieces (7 VP maximum)
- each of your votes in parliament *(in this case, **only the value** of the respective character card counts; **votes for town hall ownership or votes you have bought do not count**)*
- every 3 of your pesos (7 VP maximum)

Other acts (IV)

There are **two Market Acts** that regulate the amounts offered for products on the domestic market. If a Market Act has passed in parliament, **now** the players carry out the **regulations** in the statute phase:

One market act **decreases the amount of products offered** by taking 2 x each of citrus fruit, tobacco and sugar cane off the market. The other one **increases the amount of products offered** by adding to the market two units of each of the three products.

Three other acts **apply only if you use certain character cards**:

1) **Drought Act:** If you play the **worker**, you may use only one activated product field.
   (However, you still have the opportunity to use additional [activated] product fields if you give up water pieces. The resources are not affected by the act.)

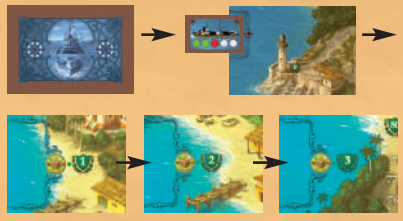
2) **Building Act:** If you play the **architect**, you have to pay 2 additional pesos to erect a building.

3) **Harbor Act:** If you have completed the loading of a ship by using **the mayor or one of the branch offices**, this ship leaves the harbor **immediately**. All remaining ships move down one dock *(see "End of a round", p. 12)*.

The **Corruption Act** applies to the parliament phase: It prohibits buying votes. In this case, only the value of the 5th character card counts *(plus the 2 votes from the Town Hall if you have it.)*

E End of a round

- Players must **give up all products that are still lying in the lot**. Products that are in the warehouse may be taken into the next round.
- Resources and goods remain in the lot.
- Fully loaded ships leave the harbor. Their load is put with the general stock and the card is placed on the bottom of the ship card pile.
- All remaining ships move down one dock until one ship is lying in each dock and a new ship is lying at sea. The direction downward is always from the ship card pile to the ship at sea to the docks.
- **All black marking pieces are removed** from their spaces. herefore, the alternative use of tradeswoman, architect, and mayor can be employed again for all players in the next round.



The end of the 2nd to 5th round is different from the end of the 1st round only in one way: there is a ship in the **3rd dock** in the harbor; it **leaves the harbor**, regardless of its load.

If, contrary to expectations, a resource or merchandise is used up in the general stock, the players will have to accept this until the stock is refilled in the course of the game. The players are not permitted to trade among each other.

The end of the 6th round is the end of the game.

When you reach **80 points** on the victory point path before the game ends, you continue counting your points by restarting on the victory point path.



End of the game

- Players earn **2 additional victory points** for each of their own **buildings**. Money does not bring any more victory points.
- The winner is the one who has earned the **most victory points**. In the case of a **tie**, the player with the most money wins.

Appendix

The buildings

A player can make use of a house under the following conditions:

1. He must erect it on his plantation board, while playing the architect character card (p. 8).
2. He uses the features *(advantages)* of his buildings by playing the foreman character card (p. 8).

A player may take all resources and merchandise he needs only from his own warehouse or lot.

Elaboration of the texts on the building cards:

- The terms "building costs," "turn into," and "sell" refer to putting the appropriate resources and/or merchandise into the general stock.
- The "feature" is valid once per round. For example, the "Cement factory" "turns maximum 4 x stone into 1 VP each" means: If a player uses the building with the foreman, he may put up to 4 resource pieces of "stone" into the general stock, and gets one victory point for each stone.

To give you an easier approach and better overview, the buildings are, according to their features, *(roughly)* assigned to the following sections: "victory points," "income sources," "factories and black market," and "power increase".

Victory points (10 buildings)



Cement Factory
Building costs:
1 x wood + 2 x stone.
Feature:
turns maximum
4 x stone into 1 VP each.



Saw Mill
Building costs:
2 x wood + 1 x stone.
Feature
turns maximum
4 x stone into 1 VP each.



Golf Course
Building costs:
2 x water.
Feature:
turns maximum
4 x water into 1 VP each.



Monastery
Building costs
2 x wood + 1 x stone.
Feature:
turns maximum
2 x product into 1 VP each



Rum Café
Building costs:
1 x wood, 1 x stone
+ 1 x water.
Feature:
turns maximum
3 x rum into 2 VP each.



Zigarren-Café
Building costs:
1 x wood, 1 x stone
+ 1 x water.
Feature:
turns maximum
3 x cigars into 2 VP each.



Small Branch Office
Building costs:
2 x wood + 1 x stone.
Feature: supplies a ship with one piece of merchandise and gives VP(s) accordingly.



Large Branch Office
Building costs:
2 x wood + 2 x stone.
Feature: supplies a ship with any number of one kind of merchandise and gives VP(s) accordingly.



Hotel
Building costs:
2 x wood, 2 x stone + 1 x water.
Feature: gives 2 VP.



Inn
Building costs:
1 x wood, 1 x stone + 1 x water.
Feature: gives 1 VP.

Income sources (5 buildings)



General Store
Building costs:
1 x wood + 2 x stone.
Feature:
allows selling maximum 1 x goods for 6 pesos.



Product House
Building costs:
2 x wood + 1 x stone.
Feature: allows selling maximum 1 x product for 4 pesos.



Resource House
Building costs:
1 x wood, 1 x stone + 1 x water.
Feature: allows selling maximum 2 x resource for 2 pesos.



Small Bank
Building costs:
1 x wood + 1 x stone.
Feature:
gives 2 pesos.



Large Bank
Building costs:
2 x wood + 3 x stone.
Feature:
gives 4 pesos.

Factories and Black Market
(5 buildings)



Cigar Factory
(2x)
Building costs:
2 x wood + 2 x stone.
Feature:
turns any amount of tobacco, 1:1, into cigars.



Distillery
(2x)
Building costs:
2 x wood + 2 x stone.
Feature:
turns any amount of sugar cane, 1:1, into rum.



Black Market
Building costs:
3 x wood + 2 x stone.
Feature:
turns maximum 1 x product into 1 x goods or vice versa.

Power increase (5 buildings)



Church
Building costs:
2 x wood + 2 x stone.
Feature:
gives 1 veto against a bill.

The "Church" veto tile allows a player to take a bill out of committee **immediately**. Consequently, there are only **3** bills left in the current round. After every use of the veto, the **veto tile** is put next to the respective pile of statute cards as a **reminder**. That is done because the owner of the Church may **not** refuse **any** bill of the **same** type in the **next** round. The veto tile is put aside for the next veto.



Town Hall
Building costs:
1 x wood + 1 x stone.
Feature:
gives 2 additional votes in parliament.

If you use the Town Hall with your foreman, place the voting tile on the Town Hall tile, as a reminder, until the parliament phase, and remove it after that.



Dam
Building costs:
2 x stone.
Feature:
gives **2x water**.



Lighthouse
Building costs:
1 x wood + 1 x stone.
Feature:
allows for exchanging the ship at sea for any one from the pile.



Warehouse
Building costs:
2 x wood.
Feature:
provides additional storage space.

Strategic considerations:

Since you have to keep **one** of your 5 **character cards for the parliament phase**, you might want to consider at the beginning of the action phase

- which of the current acts are advantageous or disadvantageous for you,
- how important you deem the implementation of 2 of the 4 current bills,
- whether you definitely want to prevent one or two acts,
- what card you can forgot in the action phase of this round.

Possible strategies:

1) You earn many victory points by shipping merchandise early enough in each round. To do so, you try to get plenty of products or to erect one of the "Branch Offices" and to obtain the "Black Market" that allows you greater flexibility.

2) A good alternative to the ships is to erect a "Factory" and to open up the appropriate "Café": if you combine this with the proper product fields, you're assured victory points every round.

3) Money rules the world: if, thanks to "Banks" and "General Stores," you have enough pesos, you can pay the taxes anytime and wield power in parliament. Then, if you also "grab" the respective subsidies, you are in a good position.

4) It is also a good idea to gain victory points by using buildings: by erecting the "Hotel" and the "Inn" and giving up resources or products for victory points here and there, along with the final scoring for the buildings at the end of the game, you can get ahead very well.

There are more strategies, each of them having certain advantages. But you will only win if you have an eye on the whole game and make the best of your chances in every situation.

Game variant

If you want to, you may play the following variant:

Instead of keeping the 5th character card on your hand until the parliament phase, the players have to decide already at the beginning of the action phase who they want to send to parliament. To do so, each player lays the card he chooses face down in front of him and doesn't turn it over until the parliament phase begins. This variant makes the game even a bit more enthralling since, during the action phase, nobody knows exactly which character cards the other players still have at their disposal.

Acknowledgments

The publisher and the authors thank the numerous assistants that contributed to "Cuba." Their ideas and suggestions helped the game idea grow and mature!

In particular, we want to mention Thomas Mumm, Daniela Metzig, Klaus-Jürgen Danker, Detlef Kraut, and Tobias Stapelfeldt. Without the support from Friedemann de Pedro and his advertising agency, and without the excellent collaboration with Michael Menzel, the realization of the game would not have been possible in this way. The playtesting groups in Drübbern, at the Rieckhof, at the Café Sternschanze, at FAIRspielt, in Herne and at the "Gathering of Friends" were also involved in this process.

Authors:	Michael Rieneck and Stefan Stadler
Illustrations:	Michael Menzel
Layout:	Steffi Krage
Text:	Annegret Schoenfelder

English translation:
Sybille Aminzadah & Bruce Whitehill, "Word for Wort"

©eggertspiele oHG 2007, Hamburg
www.eggertspiele.de