Alexander Pfister

MARACAIBO

Game Rules

The Caribbean in the 17th Century: Various European nations vie for supremacy and try to improve their economic and political standing in the region.
You are seafarers and adventurers who spend your days trying to increase your own standing among these countries, to improve your networks, and of course obtain fame and fortune. Doing so is a lot of work, since the competition isn't taking any days off. Only if you manage to pull your plans off without a hitch will victory be within your grasp. There are different strategies to follow: you could upgrade your boat to a mighty ship, win swordfights, go on raids, set up a network of minions and informants, raise an expedition, and more. But be careful: you will need to plan your actions carefully – the end of a round can come sooner than you want!

Starting in Havana, you will play four rounds traveling around the map in your ship, performing actions at each stop. These actions will help you gain an advantage by playing out cards, sending your crew to help at a particular location, fighting under a nation's flag, delivering goods, upgrading your ship, completing quests, or exploring the land's interior.
As soon as a player has circumnavigated the Caribbean once, an interim scoring takes place, at which point money and victory points are distributed. Then, everything begins from Havana once again.
The story that slowly develops over multiple games will introduce new elements which might alter the game board, or give you new options.
The player who, at the end of the game, has used the right cards and tactics to amass the most victory points is the winner, and will be remembered as the greatest seafarer!

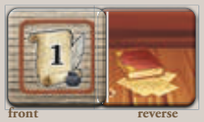
CONTENTS



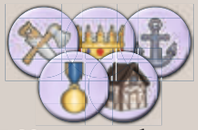
39 ownership markers
(13 for each nation)



24 quest tiles



4 story tiles



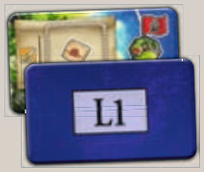
20 synergy tokens



58 doubloons
(18x 1 doubloon, 16x 2 doubloons, 24x 5 doubloons. Doubloons are not limited. Should you run out, please use an appropriate substitute.)



13 city tiles
(the reverse sides of the city tiles indicate which player counts to use them with)



23 legacy tiles
(the reverse sides of the legacy tiles have the letter L along with a number)



25 combat tokens



4 Victory Point Tokens
(100/200 VP for each player)



about 98 discs

1 blue bag
(this bag is referred to as the 'archive' in the rules)

1 game board



265 cards, including



8 career cards



157 project cards
(project cards are recognizable by their front borders: and)



77 story cards
(story cards are marked with red numbers 01-99 in their bottom right corners)



4 overview cards



15 Automa cards
(for solo variant only)



8 prestige buildings



12 influence markers
(3 per player color)



32 figures
(8 per player color)



4 ships
(1 per player color)



4 victory point markers
(1 per player color)



4 explorers
(1 per player color)



12 markers
(3 per player color)



4 ship boards
(1 per player)

Setup before your first game:
THE GAME BOARD

1 Place the game board featuring the Caribbean so that all players can easily reach it.

2 Shuffle the **combat tokens** and place them in two face-down piles in the corresponding area.



3 Shuffle the **quest tiles** and place them in a face-up pile in the corresponding area. Make sure they are orientated correctly, i.e. with the lighter-colored planks at the top.
Take three quest tiles and place them onto the three spaces intended for them on the explorer track at the bottom of the board.

4 In a 2-player game only, cover the city of Maracaibo on the board with the Maracaibo city tile.
In a 3- or 4-player game, return the Maracaibo city tile to the box – you won't need it.
Then, look for the remaining city tiles that have numbers on them matching your player count, and return the rest to the box. Take the two city tiles marked with a ⎈ and randomly choose two more. Shuffle the four tiles and then randomly place them onto the spaces intended for them in the following locations: Puerto Plata (No. 4), Santo Domingo (No. 5), Port Royal (No. 13), and Cartagena (No. 14).

5* Separate the **project cards** into A-cards (recognizable by this rope: ▬) and B-cards (recognizable by this rope: ▬).
Shuffle the piles of A-cards and B-cards separately. Then, deal **each player 8 cards from the A-card pile**. Count out **40 cards** from the B-card pile and shuffle these with the remaining A-cards. Return the rest of the B-cards to the box – they won't be used this game. Place the shuffled pile of cards, face-down, next to the game board.
Reveal the top four cards of the pile and place these in a display next to the pile.

8 Place the **ownership markers** onto the like-colored spaces to the left of the influence track (France = blue, England = white, Spain = red). Place a single marker on the left-most space, and two on the remaining spaces.

In a **2-player game** *only, immediately place a red ownership marker onto the village at No. 6 (San Juan), a white ownership marker onto the village at No. 7 (St. Kitts), and a blue ownership marker onto the village at No. 8 (Martinique). When adding ownership markers to the board, always take the left-most available marker.*

7 Shuffle the **prestige buildings** and place four of them along the top of the game board – a face-up card on the I space, and three face-down cards on spaces II to IV. Return the remaining prestige buildings, unseen, to the box – they won't be used this game.
(Variant: Allowing for better planning, place all four prestige buildings face-up.)

6 Place the doubloons and synergy tokens next to the game board as a general supply. Place the victory point tokens next to the general supply.

* *Note: Project cards consist of 56 A-cards and 101 B-cards; story cards consist of 77 cards (69 plus 8 C-cards). Story cards are not consecutively numbered.*

PLAYER SETUP

9 Give each player a ship board, placing it in front of them.

10 Place 2 discs onto each of the indicated circular spaces on your ship board. You will place a total of 24 discs. *(Instead of stacking the discs, you can place them next to each other.)*



First Decisions

14 To play the standard game without campaign, search for story card 75 in the pile and place it onto the corresponding space 14 on the game board. Read the card and follow its instructions (draw quest tiles and add them to various locations depending on the number of players [15, plus possibly 18 and 19]).
In later games, instead of card 75, you can use story cards 76 or 77 that bring legacy tiles into the game. Read the card and follow the instructions (place quests on the corresponding locations, shuffle the indicated story cards into the pile with the project cards, lay out legacy tiles). Place the unused legacy tiles and story tiles back in the box.

If you would like to start the campaign in your first game, please read the section "Campaign" at the bottom of this page and follow the instructions there.
If you don't want to play the campaign, ignore all rules marked with ***Campaign only****.*

11 Give each player all of the wooden components in their chosen player color. Each player then places:

- 11A their victory point marker onto space 0 of the victory point track on the game board,
- 11B their ship onto the Havana space on the game board,
- 11C their explorer onto the start space of the explorer track on the game board,
- 11D one of their influence markers onto space 0 of each nation's influence track,
- 11E one of their markers onto space 1 of their ship board's combat track.
- 11F one of their markers onto space 8 of the doubloon income track, and the last of their markers onto space 0 of the victory point income track.

12 Additionally, give each player:
- two figures of their color
- two career cards
- one overview card

Place the remaining figures into the general supply. Return any remaining career and overview cards to the box.

13 The start player is the player who was most recently on board a ship. Give that player **8 doubloons**. Give the next player in clockwise direction **9 doubloons**. Give the third player **10 doubloons,** and the fourth player **11 doubloons**.

15 Now, each player chooses what to do with the eight project cards they were dealt.

a. Keep four cards in hand,

b. Add one card to one of the three planning spaces above your ship, and

c. Add three cards to the discard pile.

16 Finally, all players simultaneously choose which one of their two career cards to keep. Place the chosen card next to your ship board, and return the other to the box. Then, take three figures of your color from the general supply and place them onto the corresponding spaces on the career card.



CAMPAIGN

The campaign in Maracaibo will take you through the ports of the Caribbean islands over multiple rounds. Through story cards and legacy tiles the rules will change, new possibilities will open up and you will have to overcome obstacles. Each game is different from the last and your decisions influence what will happen.
If you want to play the campaign, some parts of the setup are modified. When a rule is only relevant for the campaign, you will find the reference ***Campaign only*** at the beginning of the explanation.

Game setup
(first game):

Set up the game as usual, but skip number 14 of the setup and follow these instructions instead:

14A Lay the story cards aside. You can recognize them by the red number in the lower right corner. Sort the four story tiles in ascending numerical order and place them next to the stack of quest tiles, so that the story tile with the „1" is visible.

14B Place the legacy tiles face down next to the general supply.

14C Place story card 01 onto the corresponding space 14C on the game board. Read the card and follow its instructions: Place story tile 1 next to the indicated location (15). Draw quest tiles from the pile and place them face-up next to the indicated locations (16 and possibly 19 [in a 4-player game]).

Game setup
(from the second game on):

Setup the game as usual, but with the following changes:

If you want to pick up where you left off, take all story cards out of the archive (blue bag) and add them to the corresponding space on the game board. Read the story cards and follow their instructions (i.e. add quests to various locations). Add all legacy tiles from the archive to their appropriate positions on the game board. There may be C-cards from your previous game(s) in the project cards pile. C-cards are introduced by story cards and have the numbers 90-99 in the lower right corner. In step 5, shuffle these C-cards with the A-cards, i.e. C-cards will be carried from one game to the next.

If you want to play a specific chapter, choose one of story cards 80-89 and add it to the corresponding space on the game board. Story card 80 is for chapter 2, Story card 81 for chapter 3, etc. Read the card and follow its instructions as usual. The card may also indicate particular legacy tiles to add to the game and C-cards to shuffle with the A-cards (step 5).

GAMEPLAY

Maracaibo is played over four rounds. A round ends as soon as one player's ship reaches the last space on the game board. Then an interim scoring takes place. After the fourth round, a final scoring takes place, after which the game is over.

On your turn, you perform the following steps in order:

Phase A) Sailing
Move your ship forward from 1 to 7 locations.

Phase B) Main Action
Perform a main action at the location your ship is at, along with as many free actions as you like.

Phase C) Draw Cards
Draw cards back up to your hand limit.

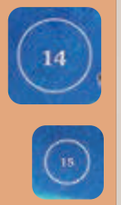
As soon as you have completed Phase C, your turn is over and it is the turn of the next player in clockwise direction.

Phase A) Move your ship forward from 1 to 7 locations



In this phase, you have up to 7 movement points. You must move at least one location forward. You are free to use as many of your 7 movement points as you like. Any unused movement points are lost.

When sailing:



- Each white circle with a number is a location. Cities are locations with a scroll depicting an action next to them. All other locations are villages. One move means moving from a location to the next one along the arrow. Unless indicated otherwise, one movement point per move is required.

- All movement must be in the direction indicated by arrows. If there are multiple arrows leading from a location, you can choose which path to take.

- You are not allowed to sail backward, i.e. against the movement direction indicated by an arrow.

- Multiple ships are allowed to be at the same location. If you end your movement at a location where another player's ship is already located, simply place your ship next to the existing one.

- Locations with this symbol cannot be skipped. You must end your movement when you reach one of these locations! You are allowed to skip over any other locations, as long as you have enough movement points to do so.



Note: Later games may introduce new cities for you to sail to. You may also find that sailing between certain locations requires more movement points, or is otherwise affected by new rules. Should any of those changes contradict these rules, then the new instructions overrule.

Phase B) Perform a main action at the location your ship is at, along with as many free actions as you like

Depending on where your ship is located, you may now perform <u>one</u> **main action**:



If your ship is at a **city**, you may first deliver a good and then perform the indicated **city action**.



If your ship is at a **village**, you may perform a **village action** A. If you spent **4 to 6 movement points** in Phase A, you can perform **two village actions** AA. If you spent all 7 **movement points** in Phase A, you can perform **three village actions** AAA.



If there is a **quest** at the location, you can **fulfill** it.



If your ship is at a location with one or more of your **assistants** in it, you may perform their **special assistant action** (only one).

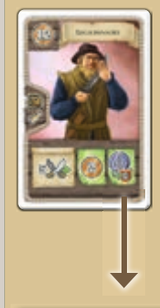


The 'homeward bound' spaces (20, 21a, 21b, 22) are special city locations. You cannot skip them, nor can you deliver goods there.

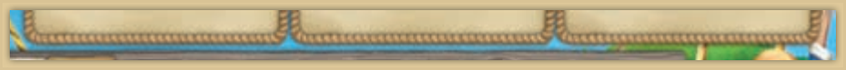
If your ship is at a location where more than one of these main action options are available, you can still only perform **one action**!

You may also choose not to perform any main action.

Before, during, or after your main action you are allowed to perform as many **free actions** as you like:



- Take one of your cards in hand and add it to the **planning area** above your ship board. If all three spaces are filled, then you are not allowed to perform this action. Cards in your planning area do not count as hand cards and therefore do not count towards your hand card limit. You can buy these cards later, but cannot discard them or use them as goods or objects.





- Complete one of your **career goals** (see page 12).

Phase C) Draw cards back up to your hand limit

Draw cards from the face-down draw pile until you reach your hand limit. Instead of drawing from the draw pile, you are also allowed to choose cards in the face-up display. However, each face-up card you add to your hand will cost 1 doubloon.



At the start of the game, your hand limit is four. During the game, you can improve your ship to increase your hand limit to six cards.



If you have completed the ship upgrade shown at left, then you are allowed to take face-up cards without having to pay for them.

If the draw pile runs out, shuffle the discard pile and use it to form a new, face-down draw pile.

Once you reach your hand limit, refill the face-up display to four cards if necessary. Then your turn is over.

MAIN ACTIONS

On your turn, you may perform one main action during Phase B of your turn. As described above, the location of your ship determines what main actions are available to you.

CITY ACTIONS



A city is a location with a scroll next to it. If your ship is in a city, then you can perform a city action there. A city action always consists of two parts.

1. **Deliver a good to the market.** Check to see if there is an empty space left in the city's market. If there is, then you may discard a hand card with the **same** goods symbol on it. Remove the disc of your choice from your ship, placing it onto the empty market space.


Market space

You can **only deliver one good**, even if you have more than one matching card in your hand.
If the city's market is full, or you can't make a delivery (because none of your hand cards match), then you skip this part of your city action. You may also choose not to make a delivery.

2. **Perform the action indicated in the city.**

You can still perform the city's action even if you did not make a delivery!
Remember that both parts of a city action are optional. However, if you choose to perform them both, then they must be completed in this order.

Description of individual city actions

COMBAT



This action allows you to increase your influence with the nations, and obtain a combat bonus.
Reveal a combat token from one of the two piles. Each token indicates a **combat value** for each nation, along with corresponding costs or rewards. In rare cases, should both piles of combat tokens be empty, then each nation's combat value is 3.

Choose which of the three nations is engaging in combat (the 'fighting nation'), and immediately pay or take the corresponding costs or bonus.





DOUBLOONS: Pay or take the number of doubloons shown.



INFLUENCE: Gain 1 influence with this nation. Move your marker on the fighting nation's influence track one space to the right.



VICTORY POINTS: Immediately score the number of victory points shown.

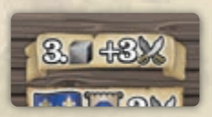


FIGURE: Immediately take a figure of your color from the general supply, provided there is one there. You can use it as part of the current action.

Some combat tokens have additional combat modifiers shown in their topmost section that affect a nation's combat value.



If you choose to fight for the nation that currently has the most ownership markers on locations (cities, villages, and legacy tiles) in the Caribbean, then its combat value is reduced by 2 (this modifier is not applied in the case of a tie).



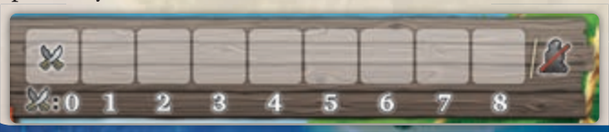
If you choose to fight for the nation that currently has the least ownership markers on locations (cities, villages, and legacy tiles) in the Caribbean, then its combat value is increased by 3 (this modifier is not applied in the case of a tie).

Then, perform combat actions with your chosen nation. You can perform multiple **combat actions** during a combat, however you can perform each individual combat action only once. All combat actions must involve the nation you chose at the beginning of combat (e.g. France only).

Each combat action reduces the combat value. If a combat action would reduce the combat value to less than 0, then you cannot perform that combat action.

IMPORTANT! You can pay as many combat points (from your ship board) or return as many of your figures back to the general supply as you like to increase the combat value. Each point or figure you spend or return increases the combat value by 1.
However, you are never allowed to reduce the combat value voluntarily to gain combat points or figures.

The general rule: You can never have more than 8 combat points. If your marker is on space 8 of the combat track and you would receive combat points, you do not receive them.



You can perform the following two combat actions:

Gain influence:



Reduce the combat value by 2 or 5 points. Gain 1 or 2 influence with the fighting nation. Move your marker on the corresponding nation's influence track 1 or 2 spaces to the right. You can only choose one of the two options, not both. This combat action is then used.

Annex or Displace:



Choose a flag on the game board. If no ownership marker is present there yet, reduce the combat value by 4. If another nation's marker is already there, reduce the combat value by 6 and remove the other ownership marker from the game (put this marker next to the game board or back in the box).
Gain 1 influence with the fighting nation.
Take one of the fighting nation's ownership markers from the supply (taking the left-most one available) and place it on the flag's location. You immediately receive the bonus indicated on the flag. You can choose only one of the two options (annexing or displacing). This combat action is then used.

Buying certain cards allows additional combat actions. Additionally, new combat actions might enter the game via story cards or legacy tiles.
The same rules apply to these: **You can only perform each combat action once per turn**. And for all combat actions: You can only displace *other* nation's ownership markers! If no ownership markers of the chosen nation are available anymore, you can only choose combat actions which do not need ownership markers.

As soon as you no longer can (because the combat value would drop below 0) or want to perform any more combat actions, your main action is over. Take the combat token and place it face-down onto the appropriate location on your ship board. Any unused combat value is lost.

Influence Tracks



Each nation has an influence track. Each nation's ownership markers are located to the left of these at the start of the game. During the game, you will gain influence with one nation or another at various times. Each time you gain influence, move your influence marker for the corresponding nation 1 space to the right. The levels with red backgrounds indicate the **noble ranks** you can reach with the different nations. The higher your noble ranks, the more victory points you'll score for this nation at the end of the game (see Game End Scoring on page 11).

If one of your influence markers ever reaches the right-most space in a track, leave it where it is and instead score 2 victory points for each space your marker would have moved.

Whenever you place an ownership marker, always remove and place the left-most marker from the nation's supply. For each nation, the more spaces are fully emptied of ownership markers, the more victory points players will score for their noble ranks with that nation at the end of the game.



*Example: Alex has drawn the indicated combat token. He chooses to fight for France. He must pay 2 doubloons. He now has a combat value of 6. He first performs the '**gain influence**' combat action and reduces the combat value by 2. He gains 1 influence with France.* A *His remaining combat value is 4. He chooses to pay 1 combat point and 1 figure, increasing it to 6 again. Alex then* **displaces** *another nation's ownership marker,* B *placing a French nation marker onto the location of the flag where the displaced ownership marker was. He receives the bonus indicated by the flag, as well as 1 additional influence with France.* C *Since the remaining combat value is 0, he ends his main action.*



EXPLORING



Move your explorer on the explorer track up to as many spaces as indicated by the number next to the symbol. The following rules must be followed:

- You can never go backwards, but must always follow the path.
- No space may have more than one explorer on it. Spaces already occupied by explorers are skipped when moving, and do not get counted against the movement limit.
- You don't have to move the entire amount, but must move at least one space.
- Some spaces let you decide whether you want to take the long way or a short cut.

After finishing your movement, you always receive the reward indicated on the space your explorer stopped on. You don't get anything for the spaces you moved through to get there.

If you end your movement on a space with a quest, you can immediately fulfill it. If you do, take your rewards and add the quest tile to your ship board (see page 9). Do **not** replace the quest tile on the game board. From this point on, all explorers skip that space when moving!

Explorer Track Rewards:



Take X doubloons

Score X victory points

Gain X combat points

Receive 2 figures

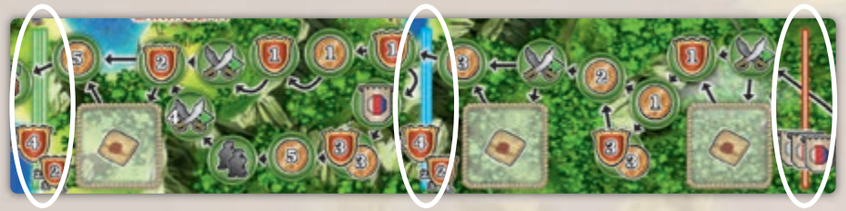


Gain 1 influence in the nation of your choice

Remove 1 disc from your ship board

Take X doubloons and score X victory points

If your explorer crosses the red barrier, you can immediately gain 3 influence with the nation of your choice (you cannot split the influence across several nations). Move your influence marker on the corresponding influence track 3 spaces to the right.
The first player to cross the blue barrier and/or the green barrier with their explorer immediately scores 4 victory points. All other players whose explorers cross these barriers later score 2 victory points.



Once your explorer reaches the end of the explorer track, it remains there for the rest of the game. You can immediately perform a village action. More than one explorer may be on the last space of the track. The first explorer to reach this space scores 10 victory points. The second scores 8 victory points, the third scores 6 victory points, and the fourth scores 4 victory points. If a later action allows you to move your explorer, you lose this movement.

OTHER CITY ACTIONS



Gain 1 influence with the nation of your choice, then perform a village action.



You gain 1 combat point, then remove a disc of your choice from your ship board, removing the disc from the game.



You gain 3 combat points. If you reach the end of the combat track, you do not gain any more combat points.



Take 2 doubloons from the supply, then perform a village action.



You gain 1 combat point and 1 influence with the nation of your choice.



You may perform 1 village action for each compass symbol you have at the beginning of your turn (on your ship board or on project cards in your display).



Score 1 victory point for each combat token on your ship board. You may discard all cards in hand. If you do, take 4 doubloons from the supply.



Take 4 doubloons or score 2 victory points for each assistant (for each of your figures in locations in the Caribbean).



You may pay 2 combat points. If you do, gain 1 influence with the nation of your choice and take 6 doubloons.

VILLAGE ACTIONS



A village is a location with no scroll next to it. To perform a village action as your main action, your ship must be in a village. Usually, you can only perform **one** village action. However, if you spent **4 to 6 movement points** during movement (Phase A), you can perform **two** village actions instead. If you spent all **7 movement points**, you can even perform **three** village actions.



For each village action at your disposal, you can freely choose one of the following three options:

A Discard all of your cards in hand. If you discarded at least one card, take 2 doubloons. You do not immediately redraw cards – that will only happen in Phase C.

B Take 1 doubloon.

C Choose one of the cards in your hand or in your planning area, and buy it. Place the card in your display, next to your ship board. You can use the card's effects immediately.

Instead of buying a card, you can also choose to invest in a prestige building by paying the necessary costs (see page 15).

A summary of card costs, effects, and requirements can be found on page 13.

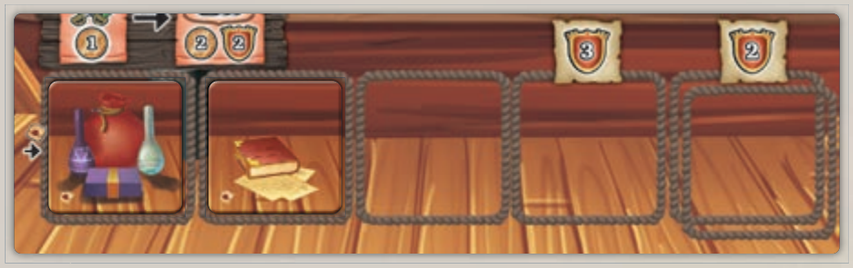
When you have two or three village actions at your disposal, you are allowed to choose each of the options above multiple times if you like. If, for example, you can perform three village actions, you can take 1 doubloon twice and then buy a project card.

As you remove discs from your ship, other village actions may become available to you. Similarly, certain cards allow you to perform new village actions after you buy them.

FULFILLING A QUEST

You can only fulfill a **quest** at a location with a quest tile.

To fulfill a quest, you have to pay a cost. Doing so gains you the quest tile along with a reward. If you can't pay the necessary cost, you can't fulfill the quest. A detailed summary of quest requirements and rewards is on page 23.



After fulfilling a quest, add the quest tile to your ship board. Turn the tile over and place it on the left-most empty quest track space on your ship board. You immediately score 3 victory points for the fourth quest you fulfill. You immediately score 2 victory points for each additional quest you fulfill after that.



Story Tiles

CAMPAIGN ONLY

Most story cards have a quest on them. To fulfill that quest, your ship must be in a location with a story tile (numbered 1, 2, 3, or 4), and you must pay the cost indicated by the story card.
If you fulfill the quest on the story card, take the story tile and add it to your ship board the same way you would any other quest tile. Story tiles count as quest tiles in all ways, for example for prestige buildings or some card effects.
During scoring at the end of the round, you'll read the reverse side of the story card. This not only drives the story forward, it also introduces new quests and usually a new story tile to the game. Sometimes, new locations and rules are introduced.



To fulfill this quest, your ship must be in location 15 and you must pay 1 combat point. Your rewards for doing so are 5 doubloons, 1 victory point for each compass symbol you have, and the story tile, which you add to your ship board's quest track.

ASSISTANT ACTIONS

Some cards, once you buy them, allow you to place a figure in a specific location. That figure is then referred to as an assistant. The assistant allows you to perform a special action described on the card.
To perform an **assistant action**, your ship must be in the same location as the assistant. Perform the action as indicated on the assistant's project card. You can only use assistants in your color.
Over the course of the game, it can happen that multiple assistants get placed in the same location. In that case, you can still only use one of your assistants to perform an action, since you can never perform multiple main actions on your turn.
A detailed summary of assistant actions is on page 20.



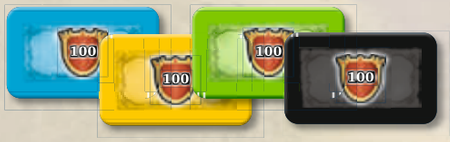
Every time when you skip or don't use the assistant-action you receive two victory points for each assistant that you didn't use in that way. This occurs when you

- move from a location with a lower number than the location of the assistant to a location with a higher number
- move to the location of the assistant but don't use him (e.g. because you perform a different main action or use another assistant at that location)
- you have to place your ship in Havana at the end of the round and there are still assistants at locations with a higher number than the location of your ship.

You will find a reminder about this on your ship board.

Where can I place assistants, quests and ownership markers?
Whenever you place an assistant, quest, or ownership marker in a village, place them next to the corresponding white circle.

Victory Point Tokens:



Once you reach 100 victory points, take the 100/200 victory point tile in your player color and place it with the 100 side face up in front of you. Flip it to the 200 side, when you reach 200 victory points.

HOMEWARD BOUND

The 'homeward bound' spaces are special. They are like cities (no delivery possible). In the first three rounds these are spaces 20 and 21a, while in round IV they are spaces 20, 21b, and 22. You cannot skip these spaces when sailing, so you must end your movement when landing on them.

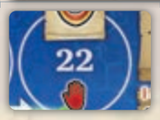


The first 'homeward bound' space (No. 20)
Perform a *combat* action OR move your explorer up to 2 spaces forward.





The second 'homeward bound' space (Nos. 21a and 21b)
Score 3 victory points. Perform an interim scoring (see below) at the end of your turn (after Phase C) during rounds I-III.



The third 'homeward bound' space (No. 22)
Score 5 victory points. Proceed to final scoring (see page 11) at the end of your turn (after Phase C).

INTERIM SCORING

(after rounds I, II, and III)

Once a player triggers interim scoring by ending their ship's movement on space 21a, complete the following steps:



1. Starting with the player who triggered the interim scoring, each player in clockwise direction chooses one of the following:

a. Choose one of your project cards (either in your hand or in your planning area) and buy it. Place the card in your display. Redraw cards as in Phase C. You can also choose to invest in a prestige building instead.

OR

b. Score 2 victory points.



2. Receive income according to your markers' locations on the doubloon and victory point income tracks. You start with 8 doubloons and 0 victory points.
Note: Ignore the victory points indicated on the doubloon income track during interim scoring. These are only relevant during final scoring.

Example: Alex's markers are on space 12 of the doubloon income track and space 3 of the victory point income track. He receives 12 doubloons and 3 victory points.



3. Remove all delivered goods (i.e. discs) from the **cities** on the game board, removing them from the game.



4. Discard all face-up cards in the display. Draw four new cards and form a new display (from left to right).



5. Reveal the next face-down prestige building (above the game board).

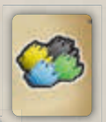


6. **If you are not playing the campaign** (i.e. with story cards 75, 76, or 77), add new quests to the game depending on what round it is and how many players there are. For example, for card 75, round I, you would add quest tiles to locations 6 and 12, plus an extra tile at location 16 in a 3 or 4 player game.

CAMPAIGN ONLY
Check to see if the current story card's requirements have been fulfilled. If there are multiple story cards in play, check them all. Most of the time, a story card's requirements are fulfilled when a player has claimed the corresponding story tile. The player who fulfilled the requirements then reads the reverse side of the story card out loud. Some story cards require a certain number of discs to be added to a particular legacy tile. If all discs have been placed and this legacy tile is full, the player who ended the current round reads the reverse side of the story card out loud. If multiple story cards have had their requirements fulfilled, deal with them in increasing numerical order.

If there is a decision to be made, a majority vote among the players decides which option to choose (in the event of a tie, the reader breaks the tie).
Once you have finished reading a card, tuck it face-down under your ship board so that your ship's mast is lengthened. *(This has no in-game effect, but makes your ship look more impressive.)*

Typically, you will then be asked to take a new story card from the pile (placing any skipped-over cards at the bottom of the pile).
Read the card and follow its instructions. Then add the card to the appropriate location on the game board.



7. Return **all** ships to Havana (not only the ship of the player who triggered the end of the round!).

After completing these steps, start the next round. The next player in clockwise direction (i.e. the player to the left of the player who triggered the end of the round) begins.

FINAL SCORING
(after round IV)

Once a player triggers final scoring by ending their ship's movement on space 22, the game ends. Complete the following steps:



1. Starting with the player who triggered final scoring, each player in clockwise direction chooses one of the following:

a. Choose one of your project cards (either in your hand or in your planning area) and buy it. Place the card in your display. You can also choose to invest in a prestige building instead.

OR

b. Score 2 victory points.

Note: During final scoring you may complete tasks from your career card **before** and **after** this phase! This means you can complete a task and can then buy a card with the doubloons you received or may be able to complete a career task through the effects of the card you bought.



2. Score victory points according to your marker's location on the victory point income track. Depending on the location of your marker on the doubloon income track, score additional victory points (you do not take any more doubloons).



3. Score victory points for all project cards in your display, as well as for your prestige building investments. Cards in hand or in your planning area are not worth anything!



4. For each nation, check which player has gained the most influence with them. For each nation, the player with the most influence scores 3 victory points. In the case of a tie, all tied players score 3 victory points. No victory points are scored for nations where all influence markers are still on the 0 space.



5. Finally, score players' noble ranks in each nation. For each nation, multiply your noble rank by the nation's multiplier:

a. First, determine each nation's multiplier. It is equal to the nation's number of **empty spaces** (i.e. spaces next to the influence track from which all nation markers were removed), along with a **majority bonus**.

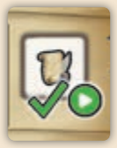


- **Majority bonus**: Check how many ownership markers are on the board (in cities, villages, and on legacy tiles) for each nation.

The nation with the most ownership markers receives a majority bonus of 2. The nation with the second-most ownership markers receives a majority bonus of 1.

In the case of a tie, all tied nations receive the higher value. If two nations are tied for first, they both receive a majority bonus of 2 and the third place nation receives nothing. If all three nations are tied for first, they all receive a majority bonus of 2.

b. Now, for **each** nation, multiply your noble rank (the value of the last red band you reached on the influence track) by that nation's multiplier. Score that many victory points.



CAMPAIGN ONLY

6. Using the same rules as with interim scoring, check to see if any story cards have had their requirements fulfilled. If a new story card is added to the game, add it to the game board as usual, but do not follow its instructions yet. It will be added to the archive (blue bag) at the end of the game.





Alex scored 34 victory points for his cards and prestige building investments. He scores another 4 victory points for the position of his marker on the doubloon income track, and 9 victory points for the position of his marker on the victory point income track.
Now, the multipliers are calculated. France and Spain have 4 ownership markers each on the board, while England has only 2. France has a multiplier of 6 (4 for empty spaces, 2 for the most nation markers on the board), Spain has a multiplier of 5 (3 for empty spaces, 2 for being tied with France for the most nation markers on the board), and England has a multiplier of 2 (for empty spaces only, no majority bonus).
For France, Alex scores 2 (his influence marker's position) x 6 (multiplier) = 12 victory points. For Spain, he scores 3 x 5 = 15 victory points, and for England he scores 1 x 2 = 2 victory points.

GAME END

The game ends immediately after final scoring.

The player with the most victory points is the winner! In the case of a tie, there are multiple winners.

AFTER THE GAME

CAMPAIGN ONLY

Take all legacy tiles (returning any discs on them to the box) and story cards on the game board and put them into the archive (blue bag). Leave any red-numbered project cards (which came into the game via story cards) in the pile; you will use them again in the next game.

CAREER CARDS



You career card shows three tasks that you can complete in any order during the game.

Each task shows two different options for completing the tasks.
As soon as you meet the upper requirement for any tasks, you can use a free action now or later to complete the task. If you do, immediately take the doubloons indicated and add the corresponding figure to your supply.

You can also wait until you meet the lower requirement instead. In that case, you score victory points in addition to taking doubloons and adding a figure to your supply.
You can complete each task only once. As soon as you complete all three tasks, take the reward indicated by the card (2 doubloons and 2 victory points). You have been promoted to Admiral.
Tuck the card face-down under your ship board so that your ship's mast is lengthened. *(This has no in-game effect, but makes your ship look more impressive.)*



As soon as Alex has 4 quest tiles on his ship board, he can complete this task as a free action. He adds the figure to his supply and takes 4 doubloons. However, he can also wait until he has 6 quest tiles on his ship board instead. In that case, he would also score 4 victory points. If he already completed the other two tasks on the card, he takes another 2 doubloons and scores another 2 victory points. He then tucks the face-down card under his ship board, lengthening his ship's mast.

SHIP UPGRADES



You will have various opportunities over the course of the game to remove a disc from your ship board (for example, when delivering a good to a city). As soon as you remove both discs from an area of your ship, you receive either an immediate bonus (tan background) or an ongoing effect (red background):



If you choose to perform a village action as your main action (not as part of an assistant action or from some other effect!), you can perform two village actions if you spent at least 2-4 movement points this turn, or three village actions if you spent at least 5 movement points this turn (i.e. not the 4-6 or 7 movement points normally required).



Your hand limit is increased to six cards (instead of four).



You immediately score 3 victory points. You can take cards from the display for free.



You immediately take 5 doubloons.



You immediately score 3 victory points.



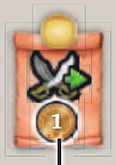
You can only remove discs from this area if you have already trigged the "3 victory points" area. You immediately score 6 victory points.



You have a new combat action available to you:

Choose a village (not a city!). If there is no ownership marker present, reduce the combat value by 2. If there is already an ownership marker present, reduce the combat value by 5 and displace the ownership marker, removing it from the game. Place a marker from the nation you are fighting for onto the location and gain 1 influence with that nation. Take 3 doubloons for each assistant you have in the location, and 1 doubloon for each assistant the other players have in the location.

New village actions: As soon as you remove both discs from one of these areas, you have a new village action available to you.



Gain 1 combat point and take 1 doubloon.



You can only remove discs from this area if you have already triggered the village action above.
Discard three identical goods (not objects!) from your hand. If you do, take 2 doubloons and score 2 victory points.

You can only remove discs from the areas described below once you have already removed both discs from at least four other areas!



New village action:
You have a new village action available to you. You can only perform this village action in a village **without an ownership marker**. Take a marker from the nation of your choice and place it in this village (your ship must be in this village too). For doing this, you gain 1 influence with that nation and take 1 doubloon.



Immediate effect:
Choose one of the following three options: Either immediately move your explorer up to 3 spaces (and take the indicated reward), OR take 4 doubloons and score 4 victory points, OR move one of your influence markers up to the next noble rank (red band).

You can only remove discs from the area described below once you have already removed both discs from at least six other areas!



You immediately score 10 victory points.

CARDS EXPLANATION



You can use cards in various different ways: as goods, as objects, or you can buy them. If you use a card as a good or as an object, you must discard it.
Once you have bought a card, or added it to your planning area, you can no longer use it as a good or as an object.

BUYING CARDS

You can only buy cards by performing a village action (exception: during interim or final scoring). You can only buy cards in your hand or in your planning area. You can choose to invest in a prestige building instead.

As soon as you buy a card, add it to your display next to your ship board. You can use its effects immediately. Remember that you can't use the effects of cards in your planning area – you have to buy them first!



Most cards show only a doubloon amount. To buy the card, pay the number of doubloons indicated to the supply. Some card effects (from previously-bought cards) can reduce the cost, but never to less than 0 doubloons.



If a figure is shown next to the doubloon cost, then you must also return a figure to the general supply.



If a number is shown beneath the figure, then you must place a figure from your supply onto the indicated location. Your figure is now an assistant. Starting next turn, the next time your ship is at the indicated location you can perform the indicated assistant action as your main action.

Some cards have additional requirements or costs that must be paid when buying them. You will find a summary on page 21.

CARD EFFECTS

As soon as you buy a card, its effects are in play:

Effects on green backgrounds increase income.

Effects on red backgrounds are permanent effects you can take advantage of during the game.

Effects on blue backgrounds are assistant actions you can perform when your ship is in the same location as your assistant.

Effects on tan backgrounds are immediate effects that occur when you buy the card.

INCOME EFFECTS

Project card effects on green backgrounds increase your income. Move your doubloon or victory point income track marker forward.

There are two kinds of income:

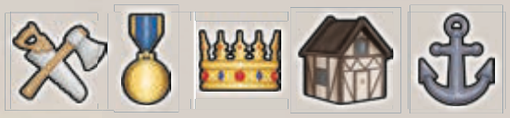


Immediately move your marker on the corresponding income track forward.



You can only move your marker on the corresponding income track forward when you own the indicated synergy token (see below). If you obtain the necessary synergy token later in the game, you adjust your income then.

SYNERGY TOKENS



Some cards or prestige buildings have one of the five synergy symbols indicated on a tan background. When you buy one of these cards, and you don't own the indicated synergy token yet, immediately take it from the general supply and place it next to your ship board (so you only get **one** token per synergy, never more).

Some income effects are only activated when you own the necessary synergy token. You can also activate the income retroactively, if you obtain the synergy token later. You should always check to see if any new income effects were activated when you obtain a synergy token.

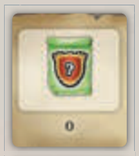


Example: Alex bought the "Legionnaire" card. He increases his doubloon income by 2. If he owns the synergy token, then he also increases his victory point income by 2.



Example: Alex bought the "Harbor" card. He owns the synergy token, but not the token. He increases his victory point income by 4. If he were to buy a card later in the game with indicated, he would increase his victory point income by another 2.

Income Tracks



There are two income tracks on the game board: one for victory points and one for doubloons. Whenever your income increases (from buying a card or from obtaining a synergy token that increases your income), move your marker on the corresponding track forward.
After the fourth round, you don't receive doubloon income anymore. Instead, you score victory points depending on the position of your marker on the doubloon income track.



If your doubloon income marker is on the last space on the track (34) and you would increase your doubloon income, increase your victory point income instead. In other words, turn any further doubloon income into victory point income.



If your victory point income marker reaches the last space on the track (20), immediately score 20 victory points for each remaining scoring (interim and final) and return your marker to the 0 space. *Example: Your victory point income marker would reach space 22 during round 3: put your marker on space 2 of the track and immediately score 40 victory points.*

You can always check that you have adjusted your income correctly by summing up your project card income (plus 8 doubloons base income).

PERMANENT EFFECTS

Effects on red backgrounds are special effects that either allow you to perform new actions, or improve other actions.

A summary of permanent effects is on page 18.

ASSISTANT ACTIONS

Effects on blue backgrounds are assistant actions that you can perform when your ship is in the same location as your assistant.

A summary of assistant effects is on page 20.

IMMEDIATE EFFECTS

Effects on tan backgrounds are immediate effects that occur when you buy the card.

A summary of immediate effects is on page 19.

PRESTIGE BUILDINGS

Prestige buildings are special project cards. They are worth victory points at the end of the game. During setup, place four prestige buildings above the game board – one face-up, three face-down. Reveal another prestige building at the end of rounds I, II, and III.
Any time you could buy a card, you can invest in a prestige building instead. Prestige buildings are communal projects – all players can take part in them.

To invest in a prestige building, you must:

a. Pay the indicated doubloons and take one of your figures from your supply, placing it onto the prestige building.

b. Take the  synergy tile, if you don't have it yet.

c. Immediately score 2 victory points if you are the first player to invest in this particular prestige building.

All players can invest in all prestige buildings, however you are not allowed to invest in the same prestige building more than once.

Prestige buildings always stay above the gameboard.
A summary of the prestige buildings is on page 21.

QUESTS 

Each quest has costs in its upper portion, and a reward in its lower portion. To fulfill a quest, you must be able to pay the costs.

If the costs are goods or objects, you must discard cards from your hand that show these goods or objects. Pay doubloons or figures to the general supply. Pay combat points by adjusting your marker.

Once you have paid the costs, you receive a reward. Part of the reward depends on how many compass symbols you have. You receive the reward once for each compass symbol you have (on cards and on your ship board). You start the game with a compass symbol on your ship board, so quests are worth something right from the start of the game.
Additionally, you may also receive a further reward which does not depend on how many compass symbols you have.



Example: Alex has 3 compass symbols (2 on cards and 1 on his ship board). He pays a figure from his supply and takes 6 doubloons (2 for each compass symbol). Additionally, he may move his explorer up to 3 spaces.

After receiving your reward, take the quest tile and add it face-down to the left-most empty space in the quest track on your ship board.
Remember not to immediately replenish quest tiles – only at the end of a round (when playing **without campaign**) or when a new story card is revealed (when playing ***with campaign***).

SOLO VARIANT

If you want to sail the Caribbean on your own, you play against Jean, a virtual opponent controlled using the Automa cards.

GAME SETUP

Set the game up as for a 2-player game, with the following changes:
Choose a color for Jean. She has her ship and explorer, but no figures. She does not collect doubloons or combat points. She does not receive any project cards at the start of the game.
Place Jean's victory point marker on space 0 of the victory point track.
Place her three influence markers on space 0 of each influence track.
Jean receives the Automa board instead of a ship board. The Automa board is on the reverse side of one of the ship boards.
Place a disc above each victory point symbol on the track along the bottom of the Automa board (i.e. onto each yellow space , plus the remaining spaces in between).



Sort the Automa cards according to the letters in their lower right-hand corners and shuffle each pile separately. Choose a difficulty level and shuffle the corresponding cards together:

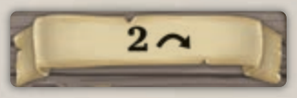
	A	B	C
Very easy	5	0	0
Easy	5	0	1
Medium	5	1	1
Hard	4	2	1
Very hard	3	3	1

Place the shuffled pile next to you, face-down. This is the Automa pile. Return any leftover cards to the box, they are not needed this game.

GAMEPLAY

You are the start player, after which Jean and you take turns. On Jean's turn, draw a card from the Automa pile and follow its instructions in the indicated order. Form a discard pile next to the Automa card pile, where you place cards once you have performed all actions indicated on them.

Automa Actions



First, move Jean's ship as many spaces forward as indicated. If there is a choice which direction the ship can move, the shape of the arrow determines whether she sails the upper or lower route .

Important! Jean ignores all villages without quests. These are not counted as spaces! This means that Jean will always end her movement in either a city or a location with a quest.

Jean cannot skip locations with the symbol, such as the 'homeward bound' spaces. This means that once she reaches space 20, she only ever moves to the next space

If legacy tiles reveal new cities, these also count for Jean.



Quest: If Jean's ship ends in a location with a quest, add the quest tile to the Automa board (Jean doesn't need to pay anything). This also counts for story tiles (which are treated like quest tiles). If there are multiple tiles, Jean chooses the older one. **If Jean takes a quest tile, her turn ends immediately and it is your turn.**



City: If Jean's ship ends in a city, check if a market space in this city is still empty. If yes, take the left-most disc from the row on the Automa board and add it to the market. If not, instead take the indicated project card from the display (1. means the left-most card in the display, etc.) and place it, face-down, next to the Automa board. Then refill the display. (Since you can never deliver goods in 'homeward bound' spaces, Jean will always take cards from the display there).

After Jean has delivered a good or taken a card, she performs the actions indicated by the Automa card. **These actions do not depend on what city Jean's ship is in!**

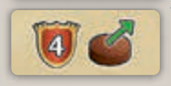
The following actions can be indicated on Automa cards:



Jean gains 1 influence with the indicated nation.



Jean removes the left-most disc on the Automa board from the game. Starting with the third round, she also scores 4 victory points.



Jean removes the left-most disc on the Automa board from the game and scores 4 victory points.



Jean moves her explorer 2 spaces forward. If a quest tile is within her movement limit, she moves to it and stops (foregoing any additional movement). Otherwise, she always chooses the shortest path. Jean doesn't gain any rewards for spaces and for crossing barriers or reaching the end of the explorer track, however she does reduce your explorer's potential rewards.



Jean scores 4 victory points and moves her explorer 2 spaces forward. Starting with the third round, she moves her explorer 4 spaces instead.



Jean takes a quest tile from the pile and adds it to the Automa board. Starting with the third round, she also scores 4 victory points.



Jean takes a quest tile from the pile and adds it to the Automa board. She also scores 3 victory points.



Jean performs a special combat action. Follow these steps:

(1) Reveal a combat token.

(2) Determine the modified combat value for each nation. For each nation, first add Jean's noble rank with that nation to the combat value indicated by the combat token. Then subtract your noble rank with that nation from the total. Noble ranks are the last red band you or Jean reached on the corresponding influence track. If the combat token shows a modifier that modifies a nation's combat value, then apply it (see Combat, page 5). Jean ignores any costs or immediate bonuses on the combat token.

Jean now chooses the nation which modified combat value is the highest. In case of a tie, Jean chooses the nation with the highest combat value on the combat token (ignoring any modifications or bonuses). If there is still a tie, she preferentially chooses France, then Spain and finally England.

(3) Jean now annexes the lowest-numbered, empty city (without receiving the reward shown on the flag of this city). If there aren't any empty cities, she annexes the lowest-numbered, empty village instead. If there aren't any of those either, then she removes the ownership marker from the game. For Automa card "Warrior": Annex an additional empty village according to the rules above.

(4) Finally, Jean gains the rewards indicated by the Automa card: either 2 influence with the nation she fought for, or 3 influence with the nation she fought for and 2 victory points. Place the combat token on the Automa board. When Jean has reached the end of the influence track, she also receives 2 victory points for each space her marker would have moved.

Additional Rules:

- When the Automa card pile ever runs out, shuffle the Automa discard pile and form a new draw pile.

- During interim or final scoring, Jean neither buys a card nor collects 2 VP.

- During income phase, Jean scores victory points equal to the highest-value empty space on the Automa board, plus 1 victory point per card next to the board.



Example: Jean has removed 3 discs from the Automa board. She scores 2 victory points during the income phase.

- When Jean fulfills the story quest, you also read the reverse of the story card at the end of the round.

JEAN AND LEGACY TILES

- L4, L7: Jean can only sail to or annex this city if her explorer has reached or passed the required space.

- L2, L5, L6, L8, L9, L10-L25: Jean ignores these tiles.

- L10-L17: When one of these tiles enters the game, take a disc from the box and add it to the tile, occupying a space. L11-17: Take a second disc from the box and add it to the tile (which is actually the 2-player rule).

GAME END *(Solo Variant)*

The game ends as usual after the fourth round. Final scoring is also as usual. Score Jean's influence marker as if she were a human opponent. Jean also receives the following bonus points:

- Jean scores 5 victory points for each quest tile.

- If Jean has more quest tiles than you, she scores 10 victory points. If she beats you by three quests, she scores 20 victory points instead. If she beats you by four or more quests, she scores 30 victory points instead!

- Count how many spaces Jean emptied on the Automa board. Compare that number to the number that you upgraded your ship. If she emptied more spaces than you upgraded, she scores 10 victory points. If she beats you by three spaces, she scores 20 victory points instead. If she beats you by four or more spaces, she scores 30 victory points instead.

- If Jean's explorer is ahead of yours on the explorer track, she scores 10 points. If she is 8-10 spaces ahead of you, she scores 20 victory points instead. If she is 11 or more spaces ahead of you, she scores 30 victory points instead. (If the explorers are on different branches of the path, count how far each explorer is away from the next barrier. The explorer who needs fewer spaces to reach the barrier counts as 'ahead'. In the case of a tie Jean scores nothing.)

You won against Jean? Share a picture of you with the used Automa cards with #MaracaiboGame!

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.)

You can have the same effect multiple times on different cards. In this case, the effects are cumulative, i.e. each card's effect counts separately. You may omit partial effects if you wish to.

INCOME EFFECTS

(You can find more information about income effects on page 14.)



Move your marker X spaces forward on the doubloon income track.



Move your marker X spaces forward on the victory point income track.



If you have the indicated synergy token, move your marker X spaces forward on the doubloon or victory point income track. If you gain the required synergy token later, "retroactively" increase your income.

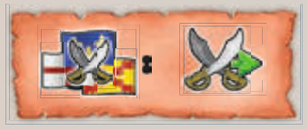
PERMANENT EFFECTS AND ADDITIONAL ACTIONS



Any time you need to pay the indicated objects as part of an action or effect (for example to fulfill a quest or perform a village action), the card counts as one of the required objects, i.e. you need to pay one fewer object. They are 'permanent' objects that are always at your disposal and do not need to be discarded.



Whenever you buy a card, pay X doubloons less (but never less than 0 doubloons). You can also use this effect when investing in prestige buildings.



Whenever you perform the action *combat*, gain 1 combat point before performing the action (once per turn). If your marker is at the end of your combat point track, you do not gain the combat point.



Compasses improve quest rewards. Each compass you have increases the reward. At the start of the game you have one compass symbol on your ship board.



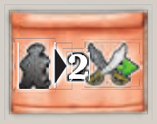
Whenever you move your explorer, you may move one additional space. You still only gain the reward indicated by the space your explorer stopped on.



Whenever you skip another player's explorer, steal 1 victory point from them (even when they are on an empty quest space and you skip it). It's not possible to steal victory points from a player with 0 victory points.



Whenever a player (including you) ends their movement in a location where you have an assistant, you score 1 victory point or take 2 doubloons, regardless of how many of your assistants are in the location.



At any time, and as often as you like, you can return a figure to the general supply to gain 2 combat points.



If you choose to fight for the indicated nation during your combat action, you immediately gain 2 combat points.



Whenever you displace a nation marker, you immediately score 3 victory points.

NEW VILLAGE ACTIONS

If you bought one of the following cards, you have an additional village action available to you. "As your last village action" always means that if you perform at least one village action, and choose this action, then you lose any remaining village actions you would be entitled to during your main action. It also counts for any village actions you gain through assistant actions.



As your last village action: Pay two maps. When you do, score 2 victory points and move your explorer up to 2 spaces forward.



As your last village action: Pay two maps. When you do, take 3 doubloons and move your explorer up to 2 spaces forward.



As your last village action: Pay two books. When you do, take X doubloons and score X victory points.



Pay two identical goods (not objects!). When you do, take 4 doubloons.

NEW COMBAT ACTIONS

If you bought one of the following cards, you have an additional combat action available to you. As with the normal combat actions, you can only perform these once per turn.



Reduce the combat value by 2. Gain 1 influence with the fighting nation and score X victory points.



Reduce the combat value by 1. Take 3 doubloons. If you have the indicated synergy token, also score 2 victory points.

IMMEDIATE EFFECTS

These effects occur once only, immediately after you buy the card.



Gain 2 influence with the indicated nation.



Take the indicated synergy token from the supply, provided you don't have it yet. (Check to see if any of your income effects are affected.)



Choose a nation. Take one of that nation's markers and place it into an empty village (i.e. without a marker in it). If there are no empty villages, then this effect is lost. (You don't receive any further rewards for annexing the village.)



Immediately remove a disc from your ship board.



Immediately gain 1 influence with the nation of your choice.



Immediately place the top quest tile in the pile onto this card. As your last village action, you can fulfill this quest (once only), following the usual rules (pay costs and gain reward).



Immediately score 1 victory point per combat token on your ship board.



Immediately score 2 victory points for each assistant you have on the game board. (Figures in your supply or the general supply are worth nothing.)



Immediately score 1 victory point for each quest tile on your ship board (including story tiles).



Immediately score 2 victory points for each compass symbol you have (since you start the game with one compass symbol on your ship board, you will score at least 2 victory points).



Immediately take 2 figures in your color from the general supply (if they are available).



Take a synergy token of a type you do not have yet.



Choose a nation. Place one of this nation's ownership markers into the village (not city!) of your choice without a ownership marker yet. Move your influence marker for this nation to the next noble rank (red band) on the influence track.



If you buy this card, you can immediately put as many figures from your supply onto the card as you like. Increase your doubloon income by 2 for each figure you placed. You cannot remove figures from the card again, nor can you add more figures later.



You immediately gain X combat points.



You immediately score 2 victory points for each synergy token you have.



You immediately score 3 victory points for each nation with which you have at least 3 influence.

ASSISTANT ACTIONS

Whenever you buy a card that allows an assistant action, you must immediately place a figure from your supply onto the indicated location in the Caribbean. When your ship ends its movement there, you can perform the action indicated by the card in the **indicated** order.



Score 3 victory points and take 5 doubloons.



Take one of your figures from the general supply. Remove a disc from your ship board. Perform a village action.



Gain 1 influence with the nation of your choice. Perform two village actions.



Gain 2 combat points. You can then spend 1 to 3 movement points to sail your ship. Perform an additional main action at the location your ship ends in. If you perform a village action, use the just-spent movement points (1-3) to determine how many actions you can perform.



Pay 3 identical goods. When you do, take 5 doubloons and perform two village actions.



Gain 1 combat point. Remove a disc from your ship board. Perform two village actions.



Take 2 doubloons. Remove a disc from your ship board. Perform two village actions.



Pay 3 identical goods. When you do, take 5 doubloons, score 2 victory points, and gain 2 combat points.



Pay 3 identical goods. When you do, take 5 doubloons, score 2 victory points, and gain 1 influence with the nation of your choice.



Take 2 doubloons. Move your explorer up to 3 spaces forward.



Score 4 victory points. Move your explorer up to 2 spaces forward.



Take 3 doubloons. Score 2 victory points for each of your assistants (i.e. figures on the game board).



Gain 1 victory point for each combat token on your ship board. Perform three village actions.



Score 3 victory points. You can then spend 1 to 3 movement points to sail your ship. Perform an additional main action at the location your ship ends in. If you perform a village action, use the just-spent movement points (1-3) to determine how many actions you can perform.



Pay 2 combat points (but not figures): When you do, take 5 doubloons and perform three village actions.



Pay 2 combat points (but not figures): When you do, take 7 doubloons and perform two village actions.



Pay 3 identical goods. When you do, take 4 doubloons and score 4 victory points.

PRESTIGE BUILDINGS

A prestige building is revealed during setup, as well as at the end of rounds I, II, and III. Any time you could buy a card, you can invest in a (revealed) prestige building instead. This costs the indicated number of doubloons as well as a figure from your supply, which you place onto the card. You are not allowed to invest in the same prestige building more than once, but can invest in different prestige buildings.



Take the indicated synergy token from the supply, provided you don't have it yet. If you are the first player to invest in this prestige building, also immediately score 2 victory points.



Abbey: Score 4 victory points at the end of the game for each barrier your explorer has crossed.



Palace: Score 2 victory points at the end of the game for each quest tile on your ship board (including story tiles).



Basilica: Score 4 victory points at the end of the game for each assistant (figure on the game board) you have, up to a maximum of 16 points.



Citadel: Score 2 victory points at the end of the game for each figure left in your supply as well as each remaining combat point. *If you have, e.g., 2 figures and 3 combat points, you receive 10 victory points.*



Minster: Score 3 victory points at the end of the game for each synergy token you have.



Military Base: Score 2 victory points at the end of the game for each combat token on your ship board.



Academy: Score 2 victory points at the end of the game for each ship upgrade.



Cathedral: Score twice the usual victory points at the end of the game for the position of your doubloon income marker.



Example: Alex scores 5 victory points at the end of the game for the position of his marker on the doubloon income track (see page 11). Had he invested in the Cathedral, he would have scored an additional 10 victory points.

BUYING REQUIREMENTS

You can only buy a card if you can meet all of the requirements.



Pay as many doubloons as indicated to the general supply.



Place a figure from your supply onto the indicated location. It then counts as an assistant. If you don't have a figure available, you cannot buy this card! (Your ship does not need to be at the indicated location to be able to buy this card.)



Pay 3 healing herbs.



The indicated nation must have at least 3 ownership markers in locations in the Caribbean.



Return a figure from your supply to the general supply.



Place a figure from your supply onto the card.



Pay as many combat points as indicated (but not figures).

CAREER CARD SUMMARY

Each career card shows three tasks. Each task has two different options for completing it – one with a smaller number and one with a larger number. During Phase B, you can use a free action at any time to complete a task (provided you have fulfilled the requirements) and take the indicated doubloons and figure. If you met the higher requirement, you score victory points as well. Once you complete all three tasks, take the reward indicated by the card (2 doubloons and 2 victory points).



X Combat tokens
You must have at least X combat tokens on your ship board.



X quest tiles
You must have at least X quest tiles on your ship board (including story tiles).



Influence with one nation
You have at least X influence with one nation.



Influence with two nations
You have at least X influence with two nations (each, not as a sum!).



X ship upgrades
You must have completed at least X ship upgrades on your ship board.



Explorer track
Your explorer must have passed the indicated barrier.



Synergy tokens
You must have at least as many synergy tokens as indicated.



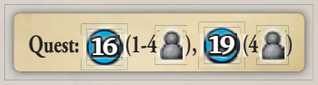
Assistants
You must have at least X figures on the game board.

STORY CARD SUMMARY

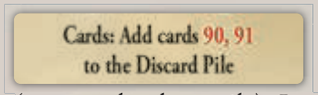
Whenever you draw a new story card, follow its instructions immediately (unless it was revealed during final scoring – in that case resolve the card at the beginning of the next game).
You will find the following instructions on the story cards:



Take the next story tile from the pile and place it onto the numbered location.



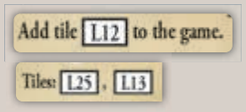
Depending on the number of players, draw quest tiles from the pile and add them face-up to the indicated locations.
Example: With 1-4 players, add a quest tile to location 16. With 4 players, add another quest tile to location 19.



Take the indicated story cards from the pile and add them to the project card discard pile (next to the draw pile). In the next game, or in the current game if the draw pile runs out, they will be shuffled into the project card pile.



Add the story card to the usual space on the game board. Then immediately draw the indicated story card, read it, and follow its instructions. Add the second card to the usual space on the game board as well.



Take the indicated legacy tiles from the supply and add them to the matching locations on the game board. Usually, the story card will also feature new rules that affect the legacy tile. Legacy tiles are described on page 24.



Take the indicated story cards from the pile and shuffle them into the project card pile.

STORY QUEST REQUIREMENTS AND REWARDS

Some cards show a story quest that you can fulfill by sailing to the location with the story tile and fulfilling the requirements on the card. If you do, you take the indicated rewards, along with the story tile. Remember not to replenish it until the end of the round!



Each story quest shows the requirements on the left and the rewards on the right.

Quest and Story Quest Requirements


Pay 1 or 2 combat points (but not figures).


Pay the indicated objects, i.e. discard two cards from your hand showing the required objects.


Pay 2 doubloons.



You must have spent at least 4 movement points when sailing this turn.


Return a figure in your supply to the general supply.


Pay the indicated goods, i.e. discard two cards from your hand showing the required goods.

Quest and Story Quest Rewards


Take the story tile from the board and add it to the next empty space on the quest track on your ship board.


Take the indicated number of doubloons.

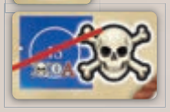

Receive the indicated bonus (victory points or doubloons) once for each compass symbol you have.


Gain 1 influence in the nation of your choice.


Take a figure of your color from the general supply (if available).


Gain the indicated number of combat points. If you reach the end of the combat track, you do not gain any more combat points.


Gain 2 influence with Spain.


Remove a legacy tile with the skull symbol (L3 and L20-L23) from the game. If you remove tile L3, immediately take the city tiles corresponding to the number of players from the box and place a randomly-drawn city tile at Cartagena.


Remove two discs from your ship board.



Score X victory points.


Immediately perform a combat action.



Move your explorer up to 2 spaces forward.

LEGACY TILES

As you advance the story across the Caribbean, new options open up for you – represented by the legacy tiles. Many story cards will instruct you to add legacy tiles to the game. When that happens, take the indicated legacy tile and add to the indicated location on the game board.

Legacy tiles remain in the game over multiple games. At the end of a game, add any legacy tiles currently in the game to the archive (blue bag) and return them to the game board at the beginning of the next game.

Some effects will remove legacy tiles from the game board. In those cases, return them to the box. They might be needed again in a future game!

In very rare cases, you might have two story cards that both require the same legacy tile. In this case, the card with the higher number governs. Remove the lower-numbered story card from the game!

The map on the next page shows the locations where legacy tiles can be added. We recommend only reading the rules for a legacy tile once it has been added to the game, should you need more explanation.

Author: Alexander Pfister
Editing: Ralph Bienert
Rules: Markus Müller
Layout: Fiore GmbH
Illustrations: Aline Kirrmann, Fiore GmbH
English Translation: Patrick Korner
Thanks a lot to Grzegorz Kobiela, Anatol Dundar, Sebastian Wenzlaff, dlp games, Jesús Sánchez López, and Travis D. Hill for their helpful remarks.
We would like to thank What's Your Game very much for permission to use the 'assistant' figure.
And many thanks to our huge number of playtesters!



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

Comment from the author and publisher: We would like to remind all players here 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 often rife with oppression and inequality.

L1 Puerto Cabezas is now a city. Immediately add a quest tile to the quest space. As a city action, you can deliver a good here as usual (provided there is space in the market) and then fulfill the quest. Add the quest tile to your ship board as usual. Place a new quest tile on the empty quest space. (An existing ownership marker of the village will be placed now to the flag.)

L25 The player who sails their ship to this location scores 6 victory points.

L20 - L23 If your ship ends its movement at this location, you cannot perform a village action. The other main actions (assistant action, fulfill quest) remain available.

L3 The plague has driven many people from Cartagena. You cannot perform city or village actions as your main action in Cartagena any more (see L20-L23). Remove the city tile in Cartagena from the game.
Remove an existing ownership marker from the game; as long as L3 is in play, no ownership marker can be placed to this location.

L4 A new city has developed! You are not allowed to sail to this location or add an ownership marker to the location until your explorer reached or passed the fourth space on the explorer track. As a city action, you can deliver a good here as usual. Then, you can perform two village actions and optionally return a figure from your supply to the general supply to score 5 victory points. Moving to and from the city costs 3 movement points.



L5 If your ship ends its movement here, take a figure of your color from the general supply before performing your main action (regardless of which main action you perform).

L2 L8 L18 Sailing is more difficult. Moving along these routes now costs 3 movement points (not 1 as usual). Don't forget: You have up to 7 movement points available each turn.

L11 In addition to the rules for tiles L10-17, if you skip this space when sailing, you must pay 2 doubloons. If you cannot do so, you must end your movement here. If you end your movement here, you can perform a main action as usual.

L6 As soon as the silver fleet (i.e. tile L6) is in the game, players have a new combat action at their disposal: escort the silver fleet. Reduce your combat value by 10 or 11 and place a nation marker of the nation you are fighting for on the corresponding space. Gain 3 influence with that nation and take 8 doubloons.
Ownership markers at the silver fleet cannot be displaced. Once both spaces are occupied, this combat action cannot be performed anymore.

L7 A new city has developed! You are not allowed to sail to this location or add an ownership marker to the location until your explorer has reached or passed the indicated space on the explorer track (space 11). As a city action, you can deliver a good here as usual. Then, gain 3 combat points and immediately perform a combat action.

L10 - L17 These tiles are added to the various corresponding locations in the Caribbean. If your ship ends its movement at any of these locations, you may, before performing your main action, pay the indicated costs to obtain a reward and move a disc from your ship board to the tile (for L10 you don't have to pay any costs). If this completes a ship upgrade for you, it immediately takes effect.
Perform your main action as usual. These spaces are therefore additional bonuses to your action. Once the last space on the tile has been filled, the tile cannot be used any more. Check at the end of the round if the requirements for any of the story cards have been completed. If so, the player who ended the round reads the reverse side of the story card.
Add any incomplete tiles, together with their corresponding story cards, to the archive at the end of the game. In the next game read the story cards and follow their instructions.

L9 As soon as the gold mine (i.e. tile L9) is in the game, players have a new combat action at their disposal: take over the gold mine. To perform this combat action, your explorer must have reached or passed the indicated space (space 5) on the explorer track.
Reduce your combat value by 8 and place a ownership marker of the nation you are fighting for on space 8 by the gold mine. Take 12 doubloons. The ownership marker at the mine cannot be displaced. Once the space is occupied, this combat action cannot be performed anymore.