

aqueduct **1**
 1 + 1 good with
 sugar mill or
 indigo plant
 (craftsman phase)

forest house **1**
 2 forest as plantation
 2 forests: -1 doubloon
 with building
 (settler/builder phase)

black market **1**
 2 -1 doubloon for
 each 1 VP, good,
 colonist
 (builder phase)

storehouse **1**
 3 store 3 of any
 kind of goods
 (captain phase)

guesthouse **2**
 4 move
 guests
 (all
 phases)

church **2**
 5 +0/1/1/2 VP
 with building
 (builder phase)

trading post **2**
 5 your own
 trading house
 (trader phase)

small wharf **2**
 6 your own ship
 +1 VP for each
 2 goods
 (captain phase)

lighthouse **3**
 7 +1 doubloon per
 shipment and
 per captain
 (captain phase)

library **3**
 8 double each
 privilege
 (all phases)

specialty factory **3**
 8 #-1 doubloon
 with production
 of same goods
 (craftsman phase)

union hall **3**
 9 before shipping:
 +1 VP for each
 2 same goods
 (captain phase)

∞

statue

no further
 function
 (game end)

10

forest



forest



forest



forest



forest



forest

