

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

1

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

2

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

2

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

3

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

4

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

5

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

5

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

6

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

7

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

8

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

8

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

9

4

cloister

+1/3/6/10 VP
for 1/2/3/4 sets
of 3 same
plantations
(game end)

10

forest



forest



forest



forest



forest



forest

