

## The new buildings in detail

### aqueduct

If the owner of an occupied aqueduct produces at least 1 indigo in his indigo plant (not small indigo plant), he takes *one* additional indigo. Similarly, if he produces at least 1 sugar in his sugar mill (not small sugar mill), he takes *one* additional sugar.

*Example 1:* the player produces 0 indigo in his indigo plant and 1 sugar in his small sugar mill; he takes 0 indigo and 1 sugar.

*Example 2:* the player produces 1 indigo in his indigo plant and 3 sugar in his sugar mill: he takes 2 indigo and 4 sugar.

### forest house

On his turn in the settler phase, the owner of an occupied forest house may place a forest on one of his empty island spaces instead of choosing one of the available plantations (or quarry, if that was an option).

When he places a forest, he chooses one of the face-up plantation tiles (not a quarry) and discards it from the game. When there are no more forest or plantation tiles, he may no longer place a forest.

When he builds a building (whether the forest house is occupied or not), he may reduce the cost of the building by 1 doubloon for each *two* forests on his island. This reduction is in addition to the builder and quarry reductions, but does *not* come with the column restriction of the quarry.

Note: forests do *not* have space (or need) for colonists.

*Example:* the player has 6 forests, 2 occupied quarries, and is the builder; to build a large warehouse, he pays nothing:  $6 - 1$  (builder)  $- 2$  (quarries)  $- 3$  (forests  $-$  no column limit)  $= 0$ .

### black market

When the owner of an occupied black market builds a building, he may reduce the cost of the building by up to 3 doubloons by returning *one* colonist, *one* good, and/or *one* VP to the supply.

Note: the player may choose which, if any, to return, but no more than one of each. Also, he may not have any doubloons left after building.

Thus, he may only use the black market proceeds to build the building.

*Example:* the owner of an occupied black market wants to build the harbor (8 doubloons), but has only 6 doubloons. He returns an indigo and a colonist to the supply to earn the 2 doubloons he needs to pay for the harbor. He could not also return a VP chip to further reduce the cost as he would then have 1 doubloon left.

### storehouse

At the end of each captain phase, the owner of an occupied storehouse may, in addition to the *one* good he is normally allowed to keep, keep *three* additional goods (barrels) of any kind.

*Example:* the owner of an occupied storehouse also has an occupied large warehouse: he may keep all barrels of 2 kinds of goods plus 4 additional barrels of any kinds of goods.

### guesthouse

In the mayor phase, the owner of a guesthouse, may place up to *two* colonists in his guesthouse. He may later move these guests, *at the start, during, or at the end* of all other phases to any building, plantation, or

quarry of his choice where they immediately go to work and must remain until the next mayor phase. The guests may be moved in the same or in different phases.

*Example:* at the end of the captain phase, the owner of an occupied guesthouse moves one guest to his storehouse and uses the storehouse immediately to keep 3 additional goods that remained on his windrose. Later, he chooses the trader as his role and moves the second guest to his library so he can double his trader privilege. These two guests, like normal colonists, remain on the storehouse and library until the next mayor phase.

### trading post

During the trader phase, the owner of an occupied trading post may choose whether to sell *one* good to the trading house *or* his trading post. If he chooses to sell a good to his trading post, he may sell any good he

has (even one already in the trading house) for the normal price, adding the bonus for the trader, if he is the trader. He places the sold good directly in the supply. *The player has, essentially, a small trading house with room for 1 good.*

The player may sell to his trading post even if the trading house is full.

Note: the small and large markets do *not* add their bonuses when a player sells to his trading post!

## Special notes

*The aqueduct does not work with the small indigo plant or the small sugar mill.*

*If a player with an occupied forest house ...*

- has an occupied hacienda, he may choose to place a forest instead of the extra plantation, after drawing and looking at it – if he places a forest, he discards the extra plantation tile;
- has an occupied library, he may place 0, 1, or 2 forests as his plantation placements;
- has an occupied hospice and places a forest, he places the colonist in San Juan.

*If a player returns a VP or a colonist after the game end requirement has been met, the game is still at game end.*

*The colonist on the black market may not be the one chosen to be returned.*

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We recommend that players choose either the office or the trading post to use in the game, but not both.

## church

When the owner of an occupied church builds a building from the 2<sup>nd</sup> or 3<sup>rd</sup> column, he gets 1 VP chip. When he builds a large building (4<sup>th</sup> column) he gets 2 VP chips.

## small wharf

The small wharf is similar to the wharf with the some importance differences. A player with an occupied small wharf may ship *different* barrels of goods during one of his turns during the captain phase, but he gets only 1 VP for every *two* barrels he ships. Also, the player may ship as few (at least 1) or as many as he likes, and need not ship all of a kind.  
Example: the owner of an occupied small wharf uses it to ship 3 corn, 1 sugar, and 2 tobacco. For this, he receives 3 VP chips. He chooses to keep 1 sugar and 1 tobacco to sell in a later trader phase (this assumes he cannot ship them on later turns in this captain phase).

## lighthouse

The lighthouse is similar to the harbor, but the player gets 1 doubloon instead of 1 extra VP chip. If the owner of an occupied lighthouse is also the captain, he gets *one* additional doubloon.  
Example: the captain is the owner of an occupied lighthouse and ships 2 corn on the corn ship on his first turn in the captain phase. He takes 3 VP chips and 2 doubloons: 1 for the lighthouse and 1 for being captain. In his next shipping turn, he ships 3 indigo from his occupied wharf and takes 3 VP chips and 1 doubloon. In his third shipping turn, he ships 3 sugar from his small wharf and takes 1 VP chip and 1 doubloon.

## specialty factory

The specialty factory is similar to the factory, but it rewards production of *one* kind of goods. The player takes doubloons from the bank equal to 1 less than the number of goods he produced of *one* kind: the kind he produced the *most* of (except corn).  
Note: a player may not use corn in his specialty factory!  
Example: the owner of an occupied specialty factory produces 4 corn, 3 sugar, and 2 coffee. Thus, the specialty factory earns his 2 doubloons: 3 (sugar) - 1.

## library

The owner of an occupied library doubles the privilege he gets when he takes a role. The *settler* may first take either a plantation or a quarry. Then, after all other players have chosen their plantations, the settler may take a plantation from those remaining face up. He may not take a quarry as his doubled privilege. The *craftsman* may take 2 of the *same* good or 2 *different* goods.

## union hall

*Before* the owner of an occupied union hall ships for the first time in the captain phase, he takes 1 VP chip for *every* 2 of the *same* good on his windrose. Afterwards, the shipping continues as normal.  
Example 1: the owner of an occupied union hall has 3 corn, 2 indigo, and 1 coffee. He takes 2 VP chips: 1 for the corn and 1 for the indigo.  
Example 2: the owner of an occupied union hall has 4 corn, and 2 coffee. He takes 3 VP chips: 2 for the corn and 1 for the coffee.

## statue

No colonists can or need be placed on the statue. The statue is worth 8 points at game end.

## cloister

The owner of an occupied cloister earns extra VPs for sets of 3 *like* island tiles. For 1 set of 3 like tiles, he earns 1 VP, for 2 sets of 3 like tiles, he earns 3 VPs, for 3 sets of 3 like tiles, he earns 6 VPs, and for 4 sets of 3 like tiles, he earns 10 VPs (the maximum).  
Example: the owner of an occupied cloister has 6 forests, 3 quarries, 2 corn plantations, and 1 coffee plantation at game end. He earns 6 extra VPs.  
If he has an additional corn plantation instead of the coffee plantation, he would earn 10 extra VPs instead.

The player does not get a VP chip when he builds the church, even if he has an occupied university or guesthouse.

If a player also owns an occupied wharf, he may use this on a different turn during the captain phase.

To clarify: to earn the doubloon for shipping, a player does not need to be captain.

To earn the extra doubloon for being captain, the captain need not ship anything during the captain phase.

To clarify: the specialty factory works for only 1 kind of good and never corn!

The most a player could earn is with indigo or sugar: small + normal production building + aqueduct + craftsman + library = 7 goods = 6 doubloons.

If the player choosing the role is the owner of an occupied library and ...

- he has an occupied construction hut, he may take a quarry as his doubled privilege;
- he has a hospice, he may only take a colonist with his first plantation (quarry).