

D. VP		Name	Text	notes
1	1	aqueduct	+ 1 good with sugar mill or indigo plant (craftsman phase)	
2	1	forest house	forest as plantation 2 forests: -1 doubloon with building (settler/builder phase)	discard a plantation tile!
2	1	black market	-1 doubloon for each 1 VP, good, colonist (builder phase)	
3	1	storehouse	store 3 of any kind of goods (captain phase)	
4	2	guesthouse	move guests (all phases)	with 2 circles!!
5	2	church	+0/1/1/2 VP with building (builder phase)	
5	2	trading post	your own trading house (trader phase)	
6	2	small wharf	your own ship +1 VP for each 2 goods (captain phase)	
7	3	lighthouse	+1 doubloon per shipment and per captain (captain phase)	
8	3	library	double each privilege (all phases)	
8	3	specialty factory	#-1 doubloon with production of same goods (craftsman phase)	
9	3	union hall	<u>before shipping:</u> +1 VP for each 2 same goods (captain phase)	
10	4	cloister	+1/3/6/10 VP for 1/2/3/4 sets of 3 same plantations  (game end)	
10	8	statue	no further function  (game end)	<i>no circle!!</i>