Setup

*Lay out **factories** (white, yellow and brown), **shipyards** (brown) and **churches** (grey) left to right on the chart; layout blue **explorers** on each region marked with a compass rose; shuffle and lay out **colony cards** face down as indicated; place one **worker** of each colour on the worker chart in space number 3; place one privilege on each space in the gallery. Mark **Sugar, Gold, and Spices** at a price of 30, 60 and 70 resp on market chart.*

Each player takes ships, 200 money, and one orange (joker) factory; and one shipyard and one church from the right of the chart. Each player gets a King's privilege to be used at the end of the game. Each player places 2 ships in Portugal. Last player takes the Navegador (extra sailing) card. Play proceeds clockwise.

PLAY

1. Move 1-3 spaces on **Rondel**; pay one ship for each extra space beyond 3. Execute action (see below)
2. On a turn, the player having the **Navegador** card may use it for an extra sailing action before his main action. He then passes it to his right (anticlockwise). Player getting the card must use it before going once around the rondel – or lose it!
3. When a **Red Phase borderline** is crossed for the 1st time in the game**: at end of that turn** replenish privileges (see chart)

ACTIONS

Worker

Buy: One worker per **church** at 50 each + (100 x Phase) for any beyond no. of churches.

*e.g. for 2 owned churches, buying three workers in Phase **III** costs (2 x 50) + 100 x **3** = 400*

If more than 9 workers are bought, all excess workers > 9 are sold off immediately at 100 each

 - Workers enable **purchase** of **Buildings**: Factories (3 workers) and Shipyards (4) or Churches (5)
 - Player must have 2 workers per **colonisation** action in Lisboa to conquer a colony
 - Player loses one worker when he takes a Privilege and must still have 2 workers in Lisboa

Ships

Buy: One ship in Portugal per **shipyard** at 50 each + (100 x Phase) for any beyond no. of shipyards.

*e.g. for 3 owned shipyards, buying five ships in Phase **II** costs (3 x 50) + 100 x **2** x 2 = 550*

 If more than 7 ships are bought, all excess ships > 7 are sold off immediately at 100 each
 - One (or more in Nagasaki/Macao) ship is **lost** each time a fleet enters an unconquered sea area (with **blue explorer**)
 - When colonising, players must have **1 ship present per colony token** taken

Sailing

Sail: move a fleet into a region: movement is max. one region in Phase I, two in Phase II, etc. If entering a new region:
   o   Take the blue (explorer) token & lose one ship from fleet (or 2 in Nagasaki, and possibly Macau).
   o   Turn over goods tokens and receive money equal to the smallest of the revealed values (but leave counters there!)

Colony

Colonise: Requires one ship in region and 2 workers, per colonisation token
Pay indicated price for each colony and take token
 - For each colony owned, one unit of the related produce (**sugar, gold or spices**) may be **sold** at market.

Buildings

Build: Requires 3, 4 or 5 workers per building, plus cost below building indicated on the chart.
 - Each factory allows one unit of that good to be processed.
 - Each church allows one worker to be bought at 50; each shipyard allows one ship to be bought at 50.

Market

Player may **sell** some goods and/or **process** others to gain money.
Sell: Can sell 1 good per relevant colony owned. Price as indicated on chart, move marker 1 space per sale down
Process: Can process 1 good per factory owned. Price - as indicated on chart, move marker 1 space up per processed good
All adjustments to market prices are made at the end of the player's turn.

Action: Privilege

Pay one worker for any one available privilege in the gallery. Take money = covered space x no. of related resources already collected – eg no. of colonies, or no. of churches, or total no. of factories etc.

1.2 Adds missing payment for privileges & Game end condition
1.3 Corrects typo (1-3 spaces on Rondel), adds note on selling off workers > 9, calculation of worker cost, correct that one building needs 5 workers
1.4 Corrects Navegador action: can only be taken BEFORE main action

GAME END AND SCORING

The Game ends after each player has taken one turn **after** the one in which one player reaches **Nagasaki** OR one turn after all **buildings** have been sold.

Players score points on VP track as follows:

1 VP for each **Ship**
1 VP for each **Worker**
1 VP for each 200 Cruzados (**money**)

…PLUS:

Sum of privilege points in each Column	*..Multiplied by...*	Number of item owned as follows:
Green Colony Column privilege points	x	Sugar/Gold/Spice **Colony Counters**
Orange Factory Column privilege points	x	Number of **Factories** (including orange joker) built
Blue Explorer Column privilege points	x	Number of blue **Explorer** tokens taken
Brown Shipyard Column privilege points	x	Number of **Shipyards** built
Grey Church Column privilege points	x	Number of **Churches** built