

cloister 4

+1/3/6/10 VP  
for 1/2/3/4 sets  
of 3 same  
plantations

**10** (game end)



aqueduct 1

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

trading post 2

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

forest house 1

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

small wharf 2

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

black market 1

**2** -1 doubloon for  
each 1 VP, good,  
and/or colonist  
(*builder phase*)

lighthouse 3

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

storehouse 1

**3** store 3 of any  
kind of good  
(*captain phase*)

library 3

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

guesthouse 2

**4** **0** move  
guests  
(*all  
phases*)

specialty factory 3

**8** n -1 doubloon  
with production  
of same goods  
(*craftsman phase*)

church 2

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

union hall 3

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

Hello, I hope you like the  
counters. If the italic phase  
text looks askew you will  
probably need to upgrade  
your Acrobat reader to version  
5.  
JuanCudz@aol.com