

statue 8

no further function

10 (game end)



aqueduct 1

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

forest house 1

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

black market 1

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

storehouse 1

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

guesthouse 2

4 move guests (all phases)

church 2

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

trading post 2

5 your own trading house (trader phase)

small wharf 2

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

lighthouse 3

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

library 3

8 double each privilege (all phases)

specialty factory 3

8 n -1 doubloon with production of same goods (craftsman 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.
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