



LISBOA

PLAYER AID BOOK

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ACTIONS

SELL GOODS - Action 1



1. Sell 1 or more goods to **any** built ships;
2. Get the value of the goods marked on the market track + any modifier on the Ship card.

The limit of goods you can sell to a ship is determined by the ship's hull. If the ship is full, the owner of the ship flips the goods and gets 1 wig per good.

TRADE WITH THE NOBLES - Action 2



Offer the right good to a Noble and take one **State Action** from his Office. Do this once or twice. You cannot repeat the same State Action.

State Actions:

Manuel da Maia (The Builder) — Accepts Gold or Tools



1. Recruit up to 2 Officials:

Move up to 2 Officials from your player board into 2 different offices.



2. Get a Plan:

Take the top Plan from either architect.

Marquis de Pombal (The Minister) — Accepts Gold or Books



1. Build or upgrade a ship:

- a. Pay a number of different goods equal to the hull size of the ship you want. If upgrading, pay only the difference and replace a previous ship from your Portfolio.
- b. Tuck the Ship at the top of your Portfolio.
- c. Move the treasury marker up 1 space.
- d. Gain Influence (including just-built ship).



2. Produce Goods:

- a. Produce one good for each store you have.
- b. For each type of produced good, move its price marker 1 space down. If you can't store any of the good, you can't produce it at all. If you produce more goods than you can store, just discard them.



D. José I (The King) — Accepts Gold or Cloth



1. Meet the Cardinal:

Move the Cardinal clockwise 1 or 2 spaces, and take a tile adjacent to him.

If the Cardinal passes the treasury icon move the treasury marker up 1 space.

If the Cardinal passes the Influence icon, score the church at the end of the turn: Each player may discard 1 or more clergy tiles to get the wigs on the back of the tiles. Each player who did this also gains Influence.



2. Get a Royal Favor:

Take 1 Royal Favor from a character whose favor you do not have.





VISIT A NOBLE - Action 3

You **may** first take one of his State Actions. Then, you **must** take his Noble action. Finally, the other players may Follow.

Manuel da Maia (The Builder): Build a Store



1. Select a City tile from the display.
2. Select a land space next to a street with the same color as the display;
3. Place the City tile on the space, facing the street, and get the just-covered reward.
4. Take a rubble cube from the same column or row and put it at the leftmost matching space on your player board;
5. Pay for the land. The price is the value of the Treasury plus the value of all the rubble cubes in the same street and in the same row as the City tile.
6. Place one of your wooden houses on the City tile.
7. Score the Store once for each Public Building in the same street / row, with the same color of the Store.



Marquis de Pombal (The Minister): Take a Decree



1. Take one Decree card from the display.
2. You may take a second Decree by discarding a Set marker of your color from the Marquis. Marquis (max. 1x per turn).



D. José I (The King): Open a Public building



1. Choose a Public Construction Site space.
2. Take the available Public Building from the same architect as any incomplete Plan you have.
3. Move the Rubble cubes to the leftmost matching spaces on your player board, then take the reward depicted on the space.
4. Return a number of your State Officials indicated on the chosen Plan, from the Nobles' offices/plazas to your player board. If you don't have enough there, you can hire the rest for treasury value, each.
5. Flip the Plan and place it on the Completed Plans space on your player board.
6. Score all the Stores with the same color, in the same street / row as the Public Building.
7. Fill the empty display space with the top Public Building from the same architect stack.



The other players may follow your visit to the Noble:

1. Spend Influence.
2. Return the Royal Favor tile;
3. Take any one action from that Noble's office (it can be a State action or the Noble action).



SPONSOR AN EVENT - Action 4

1. Pay treasury value.
2. Take the card's action.



HOW TO...

Spend Influence to Visit a Noble or to Follow a Visit to a Noble:

Influence spent is always equal to the number of Officials in the Noble's office from opponents, plus the treasury position. If (and only if) you don't have any Influence, you may spend wigs: **1 Influence = 1 wig**.



Gain Influence when you Build a Ship; when Church scoring occurs; From findings during Building/Opening, or tucking a Political card into your Portfolio; from some Clergy tiles.

Influence gained is always equal to the sum of the Influence depicted on the Noble and Ship cards in your Portfolio.

Get réis from selling Goods; Treasury cards in your Portfolio; findings during Building/Opening; moving your Influence marker backwards.



Spend réis to hire State Officials when you Open a Public Building; to play Treasury card to Royal Court; to buy land when you Build a Store.

Get goods from findings during Building/Opening; for tucking a Political card into your Portfolio; by Producing Goods; by playing some Treasury cards in the Royal Court.



Use Goods to Trade with the Nobles for State Actions; to build ships; to earn réis by selling to players' Ships.

Good prices go down whenever the Good is successfully produced.



The Treasury goes down when you play a Treasury card to your Portfolio.

The Treasury goes up when you Build a Ship; when the Cardinal stops on or passes over the Treasury icon on the Clergy track.



Earn wigs during the game when your Ship is fully loaded; when you Build a Store, or you or anyone else opens a Public Building that supports your Store; each time you reach or exceed the last space on the Influence track; when you flip a Clergy tile during Church Scoring; from some Clergy tiles' effects; for each Rubble set you have at the end of the first Period.

DESIGNER'S TIPS

- Get Decrees early in the game, since they can easily drive your strategy.
- **Rule of thumb:** Covering an icon gives you what it depicts.
- Don't spend all your goods without having a way to produce more. So, build a Store as early as you can!
- Don't underestimate the power of the Public Buildings. With them, you control the game: They determine which Stores score... and which ones don't. They are free to open, and quickly increase your Portfolio and Warehouse size. You may also earn wigs at the end of the game for creating the most jobs!
- Don't ignore the power of the Church. Clergy tiles give you direction, and allow you to score and gain Influence. You can build really cool combos that may put you in the lead.
- Whenever you pay for something or sell your goods, check your Portfolio and clergy tiles for any benefits you can apply.
- Get ships early in the game, so you always have a way to sell your goods.
- Try to build different Stores than your opponents, or prices will plummet!
- Visit the Nobles as soon as possible, but be aware of the players who may follow your visit.
- Remember that Sponsoring Events doesn't allow other players to follow.



CLERGY TILES

When you choose to Gain Influence during Church Scoring, discard 1 **or more** Clergy tiles and earn the wigs on their backs. (The dots in the front of the tiles shows the number of wigs on their backs).

1. Whenever you Open a Public Building, earn 2 wigs.
2. Whenever you Build a Store earn 1 wig.
3. Whenever you play a card into your Portfolio, earn 1 wig.
4. You may spend money instead of Influence. 1 Influence = 1 Real.
5. At the End of the Game each of your completed Plans is worth +1 State Official.
6. During End of Period and End of the Game each of your Rubble sets is worth +1 wig.
7. Whenever you Gain Influence, receive +2.
8. Your ships are worth +2 Influence.
9. Whenever you receive Rubble, you may discard one, and only one, to earn 2 wigs.
10. Get a discount of 1 Influence every time you Visit or Follow a Visit to a Noble.
11. Whenever you play a Marquis card to the Royal Court, receive 3 réis.
12. Whenever you play a King card to the Royal Court, receive 2 réis.
13. Whenever you play a Manuel da Maia card to the Royal Court, receive 2 réis.
14. At the end of the game, treat this as a complete blue Plan for all scoring purpose.
15. At the end of the game, treat this as a complete green Plan for all scoring purpose.
16. Get a discount of 1 Official whenever you Open a Public building.
17. For each Rubble you take, also get 1 real.
18. Each of your Ships is worth +2 wigs when it sets sail, and in endgame scoring.
19. To Follow a Visit to a Noble costs no Influence.
20. Earn 7 Influence immediately. This only happens once.
21. For each Decree card you receive, also get 1 wig.
22. Whenever you sell, each Gold is worth +2 réis.
23. Whenever you sell, each Book is worth +2 réis.
24. Whenever you sell, each Tool is worth +2 réis.
25. Whenever you sell, each Cloth is worth +2 réis.
26. Whenever you sell, each Good is worth +1 real.
27. Get a discount of 2 Influence to Visit or Follow a Visit to the Marquis.
28. Get a discount of 2 Influence to Visit or Follow a Visit to the King.
29. Get a discount of 2 Influence to Visit or Follow a Visit to Manuel da Maia.
30. To play a Treasury card in the Royal Court is free.
31. Earn +2 réis whenever you play a Treasury card into your Portfolio.
32. Pay 2 réis less for each Official you recruit.
33. You get 1 real of a discount every time you need to spend réis.
34. Whenever you move the Cardinal, you may advance 2 more steps.
35. Immediately take up to 2 Royal Favor tiles you don't have. This only happens once.
36. You don't pay any goods to build or upgrade a Ship.
37. When you Produce Goods, take one additional good of a single type that you produced.

DECREE CARDS

Decrees score at the end of the game. You may have any number of them.



- 1 to 3.** For each open Public Building at West/East/North, earn 1 wig.
4 to 5. For each open Public Building from this Architect, earn 1 wig.
6 to 11. For each open Public Building from this Architect at North/East/West, earn 2 wigs.

- 12 to 16.** For each Store you own in row A/B/C/D/E, earn 2 wigs.
17 to 20. For each Store you own on the street of this color, earn 2 wigs.
21. If you have at least one Store of each type, earn 6 wigs.
22. For each Store you own, earn 1 wig.



- 23.** If you own the most Stores (or are tied for most), earn 5 wigs.
24 to 27. If you own the most Stores (or are tied for most) on the street of this color, earn 5 wigs.
28 to 32. If you own the most Stores (or are tied for most) in row A/B/C/D/E, earn 5 wigs.
33 to 37. For each Store from any player in row A/B/C/D/E, earn 1 wig.
38 to 41. For each Store from any player on the street of this color earn, 1 wig.



- 42 to 44.** For each Rubble you have of this color, earn 1 wig.
45. If you have the most Rubble (or are tied for most), earn 5 wigs.



- 46 to 49.** If you have the most Goods (or are tied for most) of this kind, earn 5 wigs.
50. If you have at least one Good of each kind, earn 5 wigs.
51 to 54. For each Good you have of this kind, earn 1 wig.



- 55, 56.** For each of this architect's Plans you completed, earn 2 wigs.
57. For each Plan you completed, earn 1 wig.
58. If you completed the most Plans (or are tied for most), earn 5 wigs.
59 to 60. If you completed the most of this architect's Plans (or are tied for most), earn 5 wigs.
61. For each 2 Officials depicted on your completed Plans, earn 1 wig.
62. If your completed Plans depict the most Officials (or are tied for most), earn 5 wigs.



- 63.** If you have the most Decrees (or are tied for most), including this one, earn 5 wigs.
64. For each Decree you have, including this one, earn 1 wig.



- 65.** For each 2 Influence you have, earn 1 wig.
66. If you have the most Influence (or are tied for most), earn 5 wigs.



- 67.** For each 2 Influence depicted in the top of your Portfolio, earn 1 wig.
68. For each card you have in your Portfolio, earn 1 wig.



- 69.** If you have the most réis (or are tied for most), including réis on the Influence track, earn 5 wigs.



- 70.** For each Ship you have in your Portfolio, earn 2 wigs.

POLITICAL CARDS

Penalties



- Return one of your officials from any office/plaza to your player board. If you don't have any, skip the penalty.



- Spend 1 real. If you don't have any, either in cash or on the Influence track, skip the penalty.

Rewards



- Move the number of Officials on the card from your player board to any Nobles' offices. If it's more than 1, place the Officials in different offices.



- Take a Royal Favor that you currently do not have.



- Gain 3 Influence. Apply any Influence benefit from the Clergy tile #7.



- Take a Decree. If you have a Rubble Set marker on the Marquis you may discard it to take an extra Decree.



- Advance the Cardinal 1 space on the Clergy track and then take an adjacent Clergy tile.



- Take a Plan from the top of either architect's stack.



- Take the Good(s) depicted.



- Take a Rubble cube from the Rubble pile next to the Rubble costs.



- You may build a Ship. You still need to pay the usual goods. Benefits from Clergy tiles and wooden houses apply.



- Produce Goods. Benefits from clergy tiles and wooden houses apply.

Icons at the top of the Treasury cards



- Immediately receive a quantity of réis from the Royal Treasury equal to the Treasury value.



- Move the Treasury marker down 1 space.

Money / Sales Benefits on Treasury cards



- Land Price for this type of rubble is now discounted by the shown amount.



- Do not include this type of Rubble in Land Price.



- You get this much of a discount whenever you need to spend réis.



- For each of the depicted Good you sell earn 2 more réis.

- You need 2 fewer Officials to open a Public Building.

Actions from Treasury cards



- Build a Store or open a Public Building.



- Take any one of the Noble Actions.



- Receive the Goods, Plans, or Decrees depicted.



- Move up to 4 Officials from your player board to different Nobles' offices (if 4, put 2 in the same office).

RULES SUMMARY

CHOOSE ONE:

1. Play any card into your Portfolio



- If it is a **Noble** card, tuck it into the **top** and resolve the reward/penalty;



- If it is **Treasury** card, tuck it into the **bottom**, earn money from the Treasury, and move the Treasury one space down.

Then:



- SELL GOODS (Action 1)** or **TRADE WITH THE NOBLES (Action 2)**;
- Take a new card.

Portfolio size: You start with 2 spaces for cards and 2 spaces for each good. For each set of rubble you complete, you increase both one space.

2. Play a Noble card to the Royal Court

- Then:
- Move your Courtier onto the card;
 - Spend Influence;
 - VISIT A NOBLE (Action 3)** - others may follow;
 - Move your Courtier off the card;
 - Take a new card.



3. Play a Treasury card to the Royal Court

- Then:
- Pay Treasury value;
 - SPONSOR AN EVENT (Action 4)**;
 - Take a new card.



4. Discard any card

- Then:
- Take a Gold;
 - Take a new card.



END OF THE PERIOD

As soon as a player completes **2 sets of Rubble** or **3 decks from the display are empty**, finish the current player's **turn** and then do the following:

- Each player receives 3 wigs for each completed set of Rubble they have.
- Starting with the player who triggered the end of the period, each player discards up to 5 cards and receives/resolves the award on the arrow for **each different Noble** discarded this way. (If the cards has a penalty you don't have to pay for it).
- Each player refills their hand up to 5 cards from the purple deck.

END OF GAME

As soon as anyone completes 4 sets of Rubble, or once again 3 Political card decks in the display are empty, finish the current round, so all players have taken the same number of turns in the game.

Then, play a final round and perform endgame scoring.