



Gaetano Foschini

MAGNANIMOUS



Rulebook

Introduction

In the mid-19th century, during the Second Brazilian Empire, at the height of Emperor Dom Pedro II, known as "the Magnanimous," players will initially represent Barons with large land properties in the provinces of Brazil and compete for influence in the economy, politics, and military forces with the recently declared War of Paraguay.

Technical Information

Game Designer: Gaetano Foschini

Illustrations: Various (*public domain*)

Players: 2 to 4

Timer: 120 min.

Age: 14 years and up

Mechanics: Dice placement, tile placement, variable powers, resource management, area control, hand management, voting, action selection, semi-cooperative, pick-up and delivery.

Objective

In *Magnanimous*, the player who first reaches the number 20 on the **Nobility Track** with their **Noble Marker** will be considered the most influential noble in the imperial court of Brazil, winning the game at the end of the current round, unless the **Republic Marker** reaches the number 20 on the **Republic Track** first. In that case, the republic will be proclaimed, and at the end of the current round, victory points will be counted to determine the winner of the game. Alternatively, if the **Paraguayan Troops** occupy the **Province of Rio de Janeiro** (*the capital of the empire*), the game ends immediately with no winners.

Components

- 1 - Central Board - 72cm x 58.5cm
- 4 - Individual Player Boards - 28.91cm x 14.12cm
- 1 - Rulebook
- 21 - Minister Tiles
- 1 - Rio de Janeiro Card (*mini board*)
- 120 - Red Goods Tiles (*30 for each type of good*)
- 120 - Blue Goods Tiles (*30 for each type of good*)
- 120 - Green Goods Tiles (*30 for each type of good*)
- 120 - Yellow Goods Tiles (*30 for each type of good*)
- 4 - Merchant Train Meeples (*1 meeple in each player's color*)
- 80 - Improvement Tiles (*20 of each type*)
- 85 - Brazilian Troop Tiles
- 32 - Wooden Deputies Meeples (*16 red and 16 blue*)
- 16 - Wooden Ship Meeples (*4 meeples in each player's color*)
- 1 - Republic Marker
- 4 - Nobility Markers (*1 marker in each player's color*)
- 16 - White 6-sided Dice
- 1 - Purple 6-sided Die
- 21 - Brazilian Troop Tokens (*orange cubes*)
- 37 - Paraguayan Troop Tokens (*purple cubes*)
- 56 - Empire Cards
- 16 - Baron Cards
- 60 - Réis Coins (*30 coins of value 1, 30 coins of value 5*)
- 1 - Block with 50 detachable sheets for victory point tracking.

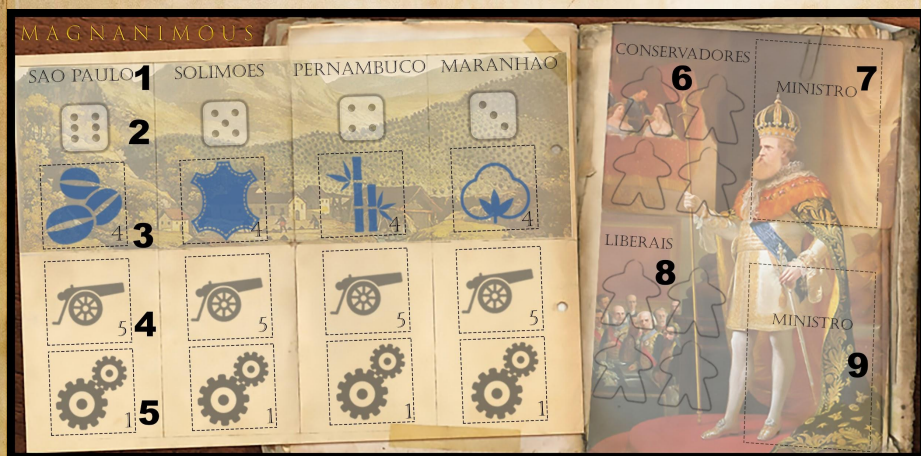
Central Board Identification



Рис. 1

- | | |
|-----------------------------|-------------------------------|
| 1 - Nobility Track | 6 - Paraguayan Military Power |
| 2 - Throne Room | 7 - Available Improvements |
| 3 - Republic Track | 8 - Port Area |
| 4 - Empire Provinces | 9 - Action Area |
| 5 - Imperial Military Power | 10 - Event Area |
| | 11 - Trade Track |

Identification of Individual Boards



Pic.2

- 1 - Province Names
- 2 - Production Dice Area
- 3 - Goods Tiles Area (*limit of 4*)
- 4 - Brazilian Troop Tiles Area (*limit of 5*)
- 5 - Improvement Tiles Area (*limit of 1*)
- 6 - Influenced Conservative Deputies Area
- 7 - Influenced Conservative Minister Area
- 8 - Influenced Liberal Deputies Area
- 9 - Influenced Liberal Minister Area

Match Setup

After determining the player order randomly, distribute the individual player boards in the following clockwise order:

1st Player (*Red Board*)

2nd Player (*Green Board*)

3rd Player (*Blue Board*)

4th Player (*Yellow Board*)

We recommend that players sit near their respective port area on the central board (*Pic.1 Id.8*).

Each individual player board displays the names of the 4 provinces controlled by the player (*Pic.2 Id.1*). These provinces are also indicated on the central board map by the player's color. Players also control a port province of their respective color, which is located on the central board (*Pic.1 Id.8*). To help locate them on the map, port provinces have more intense colors compared to the other provinces and feature an anchor icon beside them (*Pic.1 Id.4*).

Each player places their own colored **Goods Tiles**, **Merchant Train Meeple**, and **Ship Meeples** that are not yet in play next to their individual board.

Next, the first player receives the **Rio de Janeiro Card** (*Pic.7*), indicating that they will be the **Governor of Rio de Janeiro**, the capital of the Brazilian Empire, for this round.

Now, place the **Nobility Markers**, represented by each player's color, on the number 0 space on the **Nobility Track** (*Pic.1 Id.1*).

Place the **Republic Marker** on the number 0 space on the **Republic Track**.

Place 2 **Brazilian Troop Tiles** (represented by a black cannon) in the **Imperial Military Power Area** on the designated space on the central board (Pic.1 Id.5). Place 1 **Brazilian Troop Token** (orange cube) in the **Province of Rio de Janeiro** on the central board map. Stack the remaining **Brazilian Troop Tiles** next to the central board.

*Note: In a 2 or 3-player game, also place 1 **Brazilian Troop Tokens** (orange cube) in each province of the same color as the players not participating in the game. These provinces are called **Uncontrolled Provinces**, and their **Imperial Military Power** is the same as that of the **Province of Rio de Janeiro** indicated in the **Imperial Military Power Area**.*

Place the purple die with the number 6 face up in the **Paraguayan Military Power Area** on the central board (Pic.1 Id.6). Place 1 **Paraguayan Troop Token** (purple cube) in **Paraguay**, located in the purple area of the central board map.

Next, randomly draw 4 **Improvement Tiles** and place them in order in the designated area on the central board (Pic.1 Id.7). Shuffle the remaining tiles and form a face-down stack next to the central board.

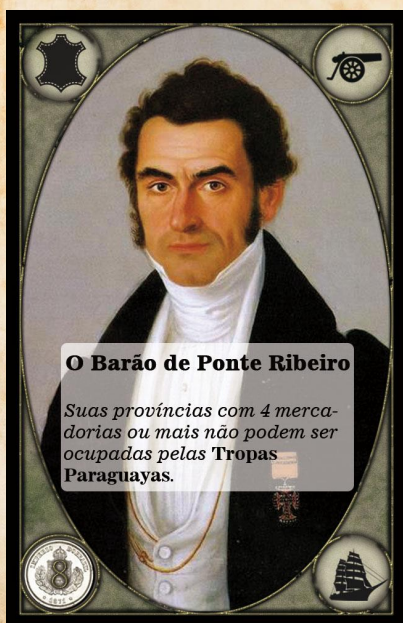
Then, randomly draw 7 **Minister Tiles**, place them face down in the spaces with crowns on the **Nobility Track** (spaces 1, 4, 7, 10, 13, 16, 19). Shuffle the remaining tiles and create a face-down stack next to the central board.

Now, place the 16 white dice in the designated spaces on the central board (Pic. 1 Id. 9), all with the number 1 face up.


Shuffle the **Emperor's Deck** and starting with the first player in clockwise order, deal 5 cards to each player (*players can look at their cards without revealing them to others*). Place the remaining deck of cards face-down next to the central board.





Next, shuffle the **Barons' Deck**, and starting with the first player in clockwise order, deal 2 cards to each player. Players choose one of the cards and keep it secret, returning the unchosen card to the deck. After the last player completes this process, return the **Barons' Deck** to the game box.


Starting with the first player and proceeding clockwise, players reveal their chosen **Baron Cards**, which they will represent throughout the game (*each card has a different effect*), and receive the initial resources indicated on the card's edges, which may include **Réis Coins**, **Goods Tiles**, **Brazilian Troops Tiles**, **Improvements Tiles**, **Ship Meeples**, or **Deputies Meeples**.




Pic.3

Réis Coins  : These correspond to the in-game currency used to pay for the cost of producing goods, recruiting troops, influencing deputies, building ships, and other effects. The values include 1 Real (*silver coins*) and 5 Réis (*gold coins*).

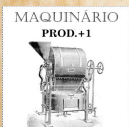
Goods Tiles     : Represents the harvest of Cotton, Leather, Sugar Cane, and Coffee, which are the goods used for selling in the domestic market or exporting them through ships to other countries, generating wealth and prestige for the nobles.

Brazilian Troops Tiles  : These are the defenses of Brazil against its enemies. It is important to ensure the security of the provinces, as Brazil is at war with Paraguay.

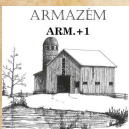
Improvements Tiles  : These are constructions that assist the provinces in the production of goods, their storage capacity, their movement along the railway lines, or their defense against Paraguayan troops. The four basic improvements are:



Railroad - Movement +1: Your **Merchant Train Meeple** leaving this province can move one more time.




Machinery - Production +1: Whenever the province produces a good, allocate an additional tile of the same type (*during the production phase*).




Warehouse - Capacity +1: Increases the limit of **Goods Tiles** that a province can hold by 1.



Fortification - Morale / Defense +1: Increases the morale of **Brazilian Troops** in the province by +1 only for defending against Paraguay's offensives (*see Morale +X*).

Ships Meeples  : These are means of transportation to export your goods and also ensure the security of the empire's port provinces.

Deputies Meeples  : It is important for the nobles to have some influence over the Brazilian parliament and benefit from the proposed referendums. During this time, there were only two political parties: the **Conservative Party** represented by the blue color and the **Liberal Party** represented by the red color.

Therefore, according to the initial resource indications on the **Baron Cards**, players place their **Goods Tiles** in the corresponding area of the producing province on their individual boards. They allocate their **Brazilian Troop Tiles** to the provinces they wish to protect on their individual boards, along with a **Brazilian Troop Tokens** (*orange tokens*) placed in the same province on the central board. They position their **Deputies Meeples**, which can be either **Conservative** (*blue*) or **Liberal** (*red*), in the designated area on their individual boards. They place their **Improvement Tiles** in the provinces of their choice on their individual boards. Finally, they position their initial **Ship Meeples** on the central board in the corresponding area of their port province (*Pic.1 Id.8*), along with a **Brazilian Troop Token** in the province indicated by its vibrant color and an anchor symbol on the central board (*Pic.1 Id.4*). For all purposes, **Ships Meeples** are also considered **Brazilian Troops** if they are docked in the ports (*available*). However, they cannot move to other provinces or attempt to recover provinces occupied by **Paraguayan Troops**.

Once the last player completes their preparation with their initial resources, the first round of the game begins.

Match Progress

In *Magnanimous*, each round consists of a sequence of 6 phases:

- 1 - **Emperor Phase**;
- 2 - **Production Phase**;
- 3 - **Paraguay Offensives**;
- 4 - **Nobles Phase**;
- 5 - **Republic Phase**;
- 6 - **End of Round**

Emperor's Phase

This phase represents the historical events directly linked to the decisions of Dom Pedro II and important referendums that changed the course of Brazilian history.

In this phase, the round begins. Starting with the deck of **Empire Cards** in the Throne Room Area (*Pic. 1 id.2*), reveal the top card to all players, resolve its effect (*referendum or event*), and move on to the next top card until all cards in the deck in that area have been revealed and resolved.

*Note: In the first round of the game, since there is no deck of **Empire Cards** in the Throne Room Area, skip the **Emperor's Phase**.*

The **Empire Cards** are divided into 2 distinct types:

Events: They represent notable events or important battles during the second Brazilian reign. The effects described on **Event Cards** (*golden cards*) are immediately activated and remain in the **Event Area** (*Pic. 1 id.10*) until the end of the current round. Some of the effects of these cards can stack with other effects.

After the end of the current round, all cards in the **Event Area** are removed from the game (*returned to the game box and NOT placed back in the discard pile, see more in End of Round*).

Identification of the Event Card:



1 - Card Title

Pic.4

2 - Card Type

3 - Card Text

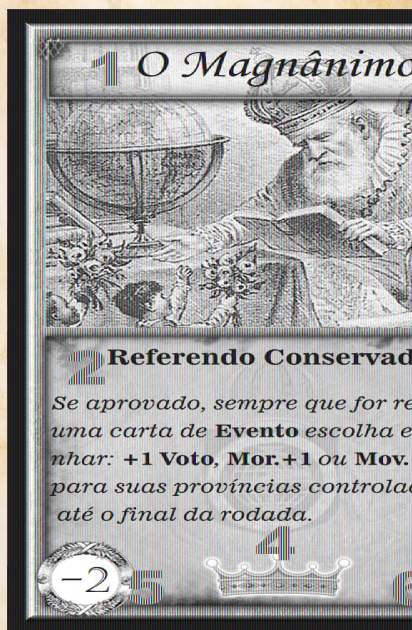
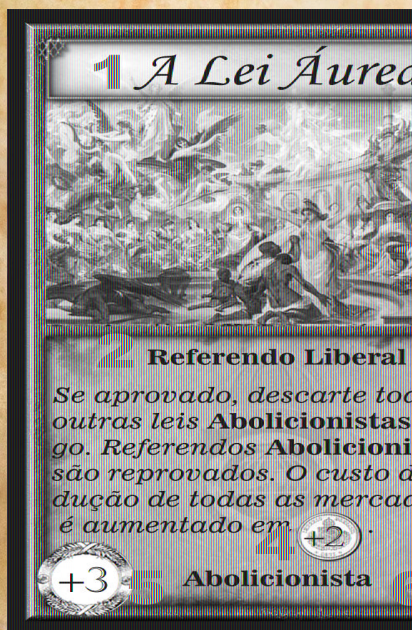
4 - **Republic Track Modifier Area:** Value to advance or retreat the Republic Marker.

Referendums: They represent the main issues to be voted on by the parliament of the Brazilian Empire. The referendum issues are divided into 2 types: **Conservative Referendums** (*blue cards*) and **Liberal Referendums** (*red cards*). When a referendum is revealed during the **Emperor Phase**, all players count their votes, and the player who holds the majority of votes IN FAVOR of that referendum advances ONE space on the **Nobility Track**, PLUS any additional number printed in the modifier area of the approved card. The player who contributed the most votes in favor of the referendum takes the card for themselves, placing it next to their individual board.

From that point on, the effects described on the referendum card can be used permanently by that player whenever they find it convenient throughout the rest of the game. If the majority of votes from all players combined are against the referendum, the referendum card is immediately discarded (placed in a discard pile next to the central board), canceling its effect.

In case of a tie in the total votes in favor of the referendum between two or more players, starting from the first player and proceeding clockwise, the players involved in the tie can auction the card by offering any amount of **Réis Coins** they have at their disposal. The player who offers the highest number of **Réis Coins**, surpassing the offers of the other participants, becomes the winner of the referendum. The winner send **Réis Coins** to the bank and gain control of the card. The auction ends when all participating players withdraw or are unable to match the highest bid.

Identification of Referendum cards:



| | | | | |
|---|---|------------|------|-------|
| 1 | - | | Card | Title |
| 2 | - | Referendum | Card | Type |
| 3 | - | | Card | Text |

4 - **Republic Track Modifier Area:** Value to advance or retreat the **Republic Marker** after the referendum is approved.

5 - **Referendum Card Subtype:** (e.g., *Abolitionist*) or minimum **Nobility Title** requirement for a player to participate in the referendum.

6 - **Nobility Track Modifier Area:** Additional value for the player with the most votes in favor of the referendum to advance their **Nobility Marker**.

To count the votes, follow these steps:

1. Starting with the first player and proceeding clockwise, each player counts all their fixed votes, which come from the **Minister Tiles** allocated on their individual boards (see *Influencing Ministers*) and other referendum cards or special abilities of certain Barons. When the revealed referendum pertains to a conservative issue (*blue cards*), only **Conservative Minister Tiles (blue)** can vote in favor or abstain from this type of referendum. **Liberal Minister Tiles (red)** can only vote against or abstain from conservative referendums. Conversely, when the revealed referendum pertains to a liberal issue (*red cards*), **Liberal Minister Tiles** can only vote in favor or abstain, while **Conservative Minister Tiles** can only vote against or abstain. After the last player declares their fixed votes, proceed to the next step.

2. Starting with the first player and proceeding clockwise, each player may choose to discard any number of **Deputies Meeples** from their individual board to add +1 vote to their total in favor or against the referendum, following the same criteria: **Conservative Deputies Meeples (blue)** can be discarded to add +1 vote in favor of a **Conservative Referendum** or +1 vote against a **Liberal Referendum**, while **Liberal Deputies Meeples (red)** can be discarded to add +1 vote in favor of a **Liberal Referendum** or +1 vote against a **Conservative Referendum**. After the last player declares how many **Deputies Meeples** they will use in favor or against the referendum, proceed to the next step.

3. Starting with the first player and going clockwise, each player may also discard other referendum cards from their hand to add +1 vote for each discarded card in favor or against the referendum being voted on, depending on the type of discarded referendum card (*Conservative or Liberal*).

*Example: "If the referendum being voted on is conservative, for each **Conservative Referendum Card** (blue cards) that a player discards from their hand, they will add +1 vote in favor of that referendum. On the other hand, for each discarded **Liberal Referendum Card** (red cards), they will add +1 vote against."*

After the last player decides to discard their cards to add to their vote total, the vote counting is concluded.

4. Now, we check if the referendum has been approved or not. If it is approved, the player who contributed with the most votes in favor of that referendum advances their **Nobility Marker** by 1 on the **Nobility Track**, plus the number described on the bottom right side of the card (*modifier area*). The referendum card now becomes permanently under their control, activating any immediate effects described on it. The player places the card next to their individual board and can now use its permanent effects whenever they want. Now we move on to the next card to be revealed, if any, until all the cards in the pile have been revealed and resolved. After the last card in the pile is resolved, the **Emperor Phase** is considered concluded, and we move on to the **Production Phase**.

Production Phase

In this phase, we represent the efforts of the nobles during the second reign in the production and commercialization of goods, their investments in new constructions, training of new troops to defend their provinces, or even their political presence influencing deputies to address their interests in the Brazilian parliament.

To understand this phase, we will use the Action Area (*Pic.1 Id.9*) on the central board, where players will alternately choose one of the dice allocated in each quadrant and place it on their individual board, thus performing the desired action. For this purpose, we will use the iconography below each of the 08 quadrants representing the possible types of actions. We can notice that there are 2 distinct types of quadrants: the Red ones and the Blue ones.

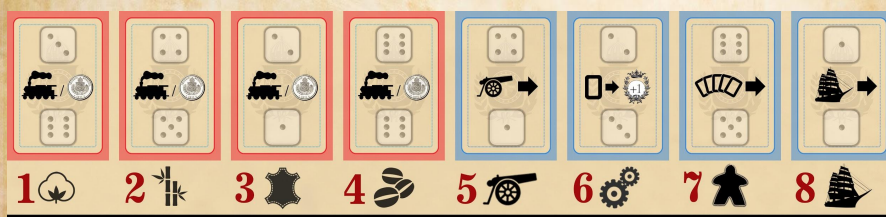
Red Quadrants: They have 2 available dice for players to perform their **Goods Production Actions** according to the iconography of the specific goods below the quadrant (*within the quadrant, there is another iconography that we will see later in the Nobles Phase*). In order for these **Goods Production Actions** to be successful, players must perform them exclusively in the producing province of that specific chosen goods on their individual boards, having enough storage space and **Réis Coins** to pay the production cost of the **Goods Tile**, which is equal to the value of the allocated die. If a player doesn't meet these requirements, they can choose to simply not perform that action or they can "sell" that action to the other players (see *Selling Production Actions*).

Example: "If the BLUE player wants to produce a coffee harvest, they must choose one of the dice in the red quadrant related to coffee production and allocate it to their coffee-producing province (which, in the case of the BLUE player, is SÃO PAULO). In this way, they must allocate a Coffee Tile (up to 4 tiles) of their color in the corresponding area of the province (Pic.2 Id.3) of SÃO PAULO, paying the bank the cost in Réis Coins equal to the indicated value of the chosen die."

Blue Quadrants: They have 2 available dice for players to perform their **Free Production Actions** according to the iconography below the quadrant. In order for these **Free Production Actions** to be successful, players can perform them by allocating the die to any of their available provinces on their individual boards, having enough storage space and **Réis Coins** to pay the production cost of the tile or meeple, which is equal to the value of the allocated die.

Example: "If the BLUE player wants to influence a deputy, they would take one of the dice in the blue quadrant related to deputy influence (according to the iconography) and choose any of their available provinces to perform this action (a province on their individual board where there is no allocated die). As an example, they choose the province of PERNAMBUCO, which is available, taking the die from the central board and placing it in the indicated empty space in the province (Pic.2 Id.2). They pay the bank the cost in **Réis Coins** indicated by the value of the die (let's say it is 3) and now choose which type of deputy they want to influence (**Conservative** or **Liberal**) by placing the **Deputy Meeple** in the indicated area on their individual board (Pic.2 Id.6 for conservative or 8 for liberal)."

Available production actions



Pic.6

1 - **Produce cotton harvest:** The player allocates one of the dice from this quadrant to the appropriate area in their cotton-producing province on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and takes a **Cotton Tile** of their color and places it in the indicated area if there is available space for it (by default, up to 4 tiles can be allocated and stacked in this space as indicated on the individual board).

2 - **Produce sugarcane harvest:** The player allocates one of the dice from this quadrant to the appropriate area in their sugarcane-producing province on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and takes a **Sugarcane Tile** of their color and places it in the indicated area if there is available space for it (by default, up to 4 tiles can

be allocated and stacked in this space as indicated on the individual board).

3 - Produce leather: The player allocates one of the dice from this quadrant to the appropriate area in their leather-producing province on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and takes a **Leather Tile** of their color and places it in the indicated area if there is available space for it (*by default, up to 4 tiles can be allocated and stacked in this space as indicated on the individual board*).

4 - Produce coffee harvest: The player allocates one of the dice from this quadrant to the appropriate area in their coffee-producing province on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and takes a **Coffee Tile** of their color and places it in the indicated area if there is available space for it (*by default, up to 4 tiles can be allocated and stacked in this space as indicated on the individual board*).

5 - Recruit Brazilian troops: The player allocates one of the dice from this quadrant to the appropriate area in any of their available provinces (*where no other die is allocated*) on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, takes a **Brazilian Troops Tile**, and places it in the chosen province's indicated area on the individual board (*limit of 4 tiles*) or in the **Imperial Military Power Area** indicated on the central board (*Pic.1 Id.5 - limit of 5 tiles*). The number of tiles in this area represents the value of the **Imperial Military Power** in the **Province of Rio de Janeiro** and all **Uncontrolled Provinces** (*for games with 2 or 3 players*). The player also places a **Brazilian Troops Token** (*orange cube*) on the chosen province on the central board map if there is no token on there.

6 - Finance an improvement: The player allocates one of the dice from this quadrant to the appropriate area in any of their available provinces (*where no other die is allocated*) on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and chooses one of the four available **Improvement Tiles** on the central board, placing it in the indicated area of the chosen province on their individual board (*Pic.2 Id.5*).

At the end of each round (see **End of Round**), discard all remaining **Improvement Tiles** into the spaces of the **Available Improvements Area** (Pic.1 Id.7) on the central board and replenish the spaces with new 4 more random **Improvement Tiles**.

7 - Influence a deputy: The player allocates one of the dice from this quadrant to the appropriate area in any of their available provinces (*where no other die is allocated*) on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, and chooses between a **Conservative Deputy Meeple** (blue) or a **Liberal Deputy Meeple** (red), placing it in the corresponding area if there is available space (Pic.2 Id.6 or Id.8) on their individual board. By default, there are 4 spaces for each type of deputy on the individual boards.

For all purposes, your deputies are not directly linked to the provinces they were influenced from.

8 - Hire a ship: The player allocates one of the dice from this quadrant to the appropriate area in any of their available provinces (*where no other die is allocated*) on their individual board, pays the indicated cost in **Réis Coins** according to the value of the die, takes a **Ship Meeple** of their color, and places it in the corresponding area of their **Port Province Area** if there is available space. (Pic.1 - like Id.8 but of they color) or in the port province of **Rio de Janeiro** if the player is the **Governor of Rio de Janeiro** (the first player) in that round. By default, each player has only 4 **Ship Meeples** that can be allocated to the designated spaces in their **Port Areas** or to the **Rio de Janeiro Port Area** on the central board (Pic.1, Id.8).

For all purposes, the ships are not directly linked to the provinces they were hired from, and they count as **Brazilian Troops** defending only the players' port provinces if they are docked (*they do NOT count for the defense of the Rio de Janeiro Province*). Players cannot have more than 4 ships of their color in play.

Precise Production Actions

If a player performs a production action and the allocated dice value matches the value printed on their individual board, they have the option to perform a **Precise Action**. This allows them to perform the action without paying the cost in **Réis Coins** indicated by the dice value and also allows all other players to perform the same action (*without allocating their dice*) during the turn of the player who performed the **Precise Action**. To do this, the other players **MUST** fulfill all the requirements of the action in question and pay the cost in **Réis Coins** to the bank, based on the value indicated on the dice allocated by the player who performed the **Precise Action**. This process starts with the player to the left of the player who performed the action and continues clockwise until all players decide whether or not to perform the same action by paying its cost.

*For example: Let's say the BLUE player wants to produce a cotton harvest in their province (MARANHÃO in this case). They take one of the available dice from the red cotton production quadrant on the central board and allocate it to their individual board. The chosen dice value is 3, which matches the value printed on their individual board. This allows the player to choose to perform a **Precise Action**, where they do not have to pay the cost in **Réis Coins** to produce the cotton harvest. They allocate a **Cotton Tile** of their color to the corresponding area in the province of MARANHÃO on their individual board. However, the YELLOW player to their left can also perform the same action of producing a cotton harvest in their cotton-producing province (S. CATHARINA in this case), even though it's not their turn. They decide to pay 3 **Réis Coins** to the bank to perform the same action and allocate a **Yellow Cotton Tile** to the corresponding area in the province of S. CATHARINA on their individual board. They fulfill all the requirements: they paid the dice value in **Réis Coins**, the province is not occupied by **Paraguayan Troops**, it has fewer than 4 cotton tiles in the corresponding area, and their tiles are not in "transit" due to the movement of their **Merchant Train Meeple** (refer to the Nobles Phase).*

Now, the GREEN player to the left of the YELLOW player decides not to perform this action, while the RED player to the left of the GREEN player cannot perform this action because they only have 2 Réis Coins and already have 4 cotton tiles in their cotton-producing province (RIO NEGRO in this case). After this, we proceed with the YELLOW player's turn normally in the **Production Phase**.

Selling a Production Action

If a player doesn't have enough **Réis Coins** to pay for the cost of a **Production Action**, or if there isn't enough space to allocate their tile or meeples, or simply if they don't want to perform that action, they have the option to choose not to take that action (*only allocating their dice on their individual board*), or the player can sell their **Production Action** to the other players. In this case, the player declares which of their eligible provinces they are selling a **Production Action** for, removes a dice from the **Action Area** on the central board, and allocates it to the indicated area of that province on their individual board. Starting with the player to the left of the player who sold the **Production Action** and continuing clockwise, each player can perform that action by paying the player offering the action the value of that dice in **Réis Coins** instead of paying the bank. However, if the dice value of the action performed is the same as the one printed in the individual player's board area who sold it, that action will NOT be considered a **Precise Action**.

Governor of the Province of Rio de Janeiro (First Player)

During their turn in the **Production Phase**, the player may, instead of choosing one of the dice from the **Action Area** (*Pic. 1, Id.9*), choose to take the action of becoming the new **Governor of Rio de Janeiro** by selecting the purple die from the Paraguayan **Military Power Area** in the central board (*Pic. 1, Id.6*), and allocating it to the **Rio de Janeiro Çard** (*Pic.7*) that was held by ANOTHER player.

By doing so, they gain control of the card and immediately activate the effect indicated on it corresponding to the allocated die value (*without costs*), becoming the new **Governor of Rio de Janeiro** and the first player. They then receive the amount of **Réis Coins** according to their **Noble Title** indicated by the crowns printed on the spaces of the **Nobility Track**. Refer to the iconography on the central board (*Pic.1, Id.10*) and the **Rio de Janeiro Card** (*Pic.4, Id.7*).

Baron (Space 0) = 0 Réis Coins

Viscount (Spaces 1 to 6) = 3 Réis Coins

Count (Spaces 7 to 12) = 6 Réis Coins

Marquis (Spaces 13 to 18) = 9 Réis Coins

Duke (Spaces 19 and 20) = 12 Réis Coins

For all purposes, whenever a player controls the **Rio de Janeiro Card**, they will be considered the first player. If no player chooses to take the action of becoming the new **Governor of Rio de Janeiro** at the end of the **Production Phase**, the player to the left of the current **Governor of Rio de Janeiro** must perform this action.

Effects of the Province of Rio de Janeiro



Pic.7

1 - **Move any Merchant Train Meeple:** The player can choose any in-play **Merchant Train Meeple** belonging to any player and move it ONCE to another adjacent province that is not occupied by **Paraguayan Troops** or other players' **Merchant Train Meeples** (*except in port provinces*).

2 - **Add 2 Brazilian Troop Tiles to any province:** The player adds 2 **Brazilian Troop Tiles** to any province of their choice, belonging to any player, or to the **Imperial Military Power Area** indicated on the central board (*Pic. 1, Id.5*), with a limit of 5 stacked tiles. The number of tiles in this area represents the value of the **Imperial Military Power** in the **Province of Rio de Janeiro** and in all **Uncontrolled Provinces**, if any.

3 - **Hire a Ship for the Province of Rio de Janeiro:** The player can allocate a **Ship Meeple** of their color to the port region of the **Province of Rio de Janeiro**, or move one of their already hired ships from their port province to the **Province of Rio de Janeiro**.

4 - **Influence a Deputy:** The player can choose one of the two types of **Deputy Meeples** (*blue **Conservative** or red **Liberal***) and allocate it to the corresponding area on their individual board.

5 - **Advance on the tracks:** The player can choose to advance their **Nobility Marker** by 1 on the **Nobility Track** or advance the **Republic Marker** by 1 on the Republic Track.

6 - **Liberate a Province:** The player can liberate any province occupied by **Paraguayan Troops** (*by removing the **Paraguayan Troop Tile** from the occupied province on the central board and the player's individual board who had the province occupied*).

Influencing Ministers

During a game, players acquire **Noble Titles** based on the progression of their **Noble Marker** on the **Noble Track**, either by reaching or surpassing a space marked with a corresponding crown. In these spaces (*usually spaces 1, 4, 7, 10, 13, 16, 19*), there will also be a **Minister Tile** that can be revealed to the player who reaches or surpasses it, thereby influencing that revealed minister (*gaining control over them*) and allocating the tile to the corresponding space on their individual board (*Pic.2, Id.7 and Id.9*) based on the minister's party affiliation (*Conservative or Liberal*). If another **Minister Tile** of the same party is already allocated, the player can choose to replace it with the newly revealed one (*the previous tile is then discarded*) or decide to keep the existing tile, discarding the revealed tile instead. Afterward, randomly take another **Minister Tile** and place it face down in the empty space on the **Noble Track**. If there are no more **Minister Tiles** to be replenished, shuffle all the discarded tiles to form a new pile with the tiles facing down. Ministers have a fixed number of votes used in referendums, as well as unique permanent abilities described on the tiles iconography.



Pic.8

The Production Phase Progress

During the **Production Phase**, starting with the first player of the round (**The Governor of Rio de Janeiro**) and proceeding clockwise, each player chooses one of the dice positioned in the **Action Area** of the central board within the quadrants. In this **Production Phase**, we will use the 8 icons below each quadrant (*Pic.4*), without altering their values.

The player allocates this chosen die on their individual board in the corresponding area of the province where they want to perform a **Production Action**, as indicated (*Pic.2, Id.2*). If the action is for the production of goods (*red quadrant*), the die chosen by the player on the central board must be placed in their province that produces the same type of goods they want to produce.

*For example, if the player wants to perform the action to produce a cotton harvest, they must choose one of the available dice within the red quadrant corresponding to cotton in the **Action Area** of the central board and allocate it to their cotton-producing province.*

In order for the action to be successfully performed, the player needs to pay the bank in **Réis Coins** the same value indicated on the allocated die. If the player doesn't have enough space or enough **Réis Coins** to pay the cost, or simply doesn't want to perform the action, before allocating the chosen die, they can still choose to sell their **Production Action** if desired (see *Selling a Production Action*). The turn then passes to the player to the left of the first player and continues clockwise until all 4 spaces for allocating the dice on each player's individual board are filled and one of the players (*other than the current **Governor of Rio de Janeiro***) has allocated the purple die to the **Card of Rio de Janeiro**, becoming the new governor of the province. This action is mandatory for the player to the left of the **Governor of Rio de Janeiro** at the end of the production phase if no other player has performed this action previously.

Paraguay Offensive Phase

The Paraguayan war was the largest international armed conflict in South America. It was fought between Paraguay and the Triple Alliance composed of Brazil, Argentina, and Uruguay. The war began in December 1864 after the War of Uruguay, where Brazil deposed the interim Uruguayan government allied with Francisco Solano López. The Paraguayan dictator opposed the Brazilian invasion of Uruguay as it went against his interests. With the aim of imperial expansion, Solano López organized an army of 80,000 men, modernized the navy, and established weapons industries.

The **Paraguayan Military Power** corresponds to the value of the purple die in the **Paraguayan Military Power Area** (Pic. 1, Id. 6), allowing **Paraguayan Troops** to carry out their offensives to try to occupy each of the Brazilian provinces adjacent to Paraguay and other provinces previously occupied by them in previous rounds.

The **Imperial Military Power** present in a province is determined by the number of **Brazilian Troop Tile** allocated in a province controlled by a player on their individual board or allocated in the **Imperial Military Power Area** (Pic. 1, Id. 6), representing the province of **Rio de Janeiro** and all other **Uncontrolled Provinces** (in a 2 or 3-player game), or by the docked **Ship Meeples** (available) in the port provinces. All these tiles and/or meeples can be added to effects that increase **Morale** (see *Morale +X*), through abilities, **Empire Cards**, or **Improvement Tiles**, etc. For this, there must be at least 1 **Brazilian Troop Tile** in the player's province or in the Imperial Military Power Area.

During the beginning of the **Paraguay Offensive Phase**, the first player of the round who holds the title of **Governor of Rio de Janeiro** returns the purple die to its corresponding location on the central board in the **Paraguayan Military Power Area** (Pic. 1, Id. 6), increasing its value by 1 (if the die has a value of 6, it becomes 1), the value of this die represents the **Paraguayan Military Power** for this round, allowing **Paraguayan Troops** to attempt to occupy adjacent Brazilian provinces or defend against offensives from

Brazilian Troops in provinces already occupied.

Whenever the **Paraguayan Military Power** is greater than the **Imperial Military Power** present in a Brazilian province, that province becomes occupied by **Paraguayan Troops**. A **Paraguayan Troop Token** (*purple cubes*) is placed on the occupied province on the central game board, replacing any **Brazilian Troop Token** (*orange cubes*) if present. If a controlled province is successfully occupied by **Paraguayan Troops**, decrease the value of the purple die by 1 for each **Brazilian Troop Tile** or **Ship Meeple** (*in the case of port provinces*) present in that province. (*Moral effects do not count towards decreasing the die value*). Now, discard ALL **Brazilian Troop Tiles** or **Ship Meeples** (*if the occupied province is a port province*), **Goods Tiles** that are NOT in transit (*with the train side up*), and **Improvement Tiles** of that player's individual board that were in the occupied province.

The player who lost the province in this way will place a **Paraguayan Troop Tile** (*purple cannon, with the backside of the **Brazilian Troop Tiles***) on the occupied province on their individual board to remember that the province is temporarily occupied by **Paraguayan Troops** and will remain inactive until it is liberated.

Whenever there is a **Paraguayan Troop Tile** occupying a province controlled by a player, they will not be able to take any type of action (*either **Noble Actions** or **Production Actions***) until that province is liberated. If there is a die in the occupied province, it will be blocked on their individual board. When a **Paraguayan Troop Token** is occupying a province on the central game board, no player can move their **Merchant Train Meeples** through the occupied province. If there are any player's **Merchant Train Meeple** under a province at the moment it is occupied by **Paraguayan Troops**, they will also be discarded along with all their goods "in transit" (*with the backside of the train facing up*) on the individual boards of those players.

Regarding Moral +X:

There are certain cards and upgrades that increase the morale of the Brazilian troops. This effect is only applied when there is at least 1 **Brazilian Troop Tile** in the province, adding a value to its **Imperial Power**.

*For example, if there are 2 **Brazilian Troops Tiles** in a province and an event card adds **Mor.+1** until the end of the round, it means that in this round, when that province attacks an occupied province or defends against **Paraguayan Troops** offensives, it will be as if it had 3 **Brazilian Troops Tiles** instead of 2.*

Order of Paraguay Offensives:

Firstly, the **Paraguayan Troops** initiate their offensives to try to occupy the Brazilian provinces adjacent to Paraguay, starting with the adjacent province of the first player (*current **Governor of Rio de Janeiro***) and moving on to the adjacent provinces of the other players in a clockwise direction from the first player. If the **Paraguayan Troops** succeed in occupying one of these provinces or fail in all attempts, the first player chooses (*if available*) another province already occupied by the **Paraguayan Troops** in previous rounds to initiate its offensive against other adjacent provinces in the same manner, starting again with a province of the first player. If there are multiple provinces of the same player adjacent to the province occupied by the **Paraguayan Troops**, the first player chooses which one the **Paraguayan Troops** will attempt to occupy first. Thus, their offensives continue in this manner until they have unsuccessfully attempted to occupy each of the adjacent provinces at least once or if they succeed in occupying one of them. They then move on to the next occupied province chosen by the first player until ALL provinces occupied by **Paraguayan Troops** have made their attempts. After that, the Paraguay Offensive Phase of the current round is concluded.

In a 2 or 3-player game, the **Uncontrolled Provinces** are represented by the **Brazilian Troop Tiles** in the **Imperial Power Area** (*Pic1.Id.5*) and are controlled only by the current **Governor of Rio de Janeiro** in the round. They will always be the last adjacent provinces that the **Paraguayan Troops** will attempt to occupy. If there are 2 or more adjacent **Uncontrolled Provinces** to another occupied province, the **Governor of Rio de Janeiro** chooses which one will be the target of the first Paraguayan offensive.

When an **Uncontrolled Province** is occupied by the **Paraguayan Troops**, the **Brazilian Troop Tiles** in the **Imperial Power Area** or the **Ship Meeples** are NOT discarded as they would be in a province controlled by the players. However, the value of the purple die (**Paraguay Power**) is not reduced.

*Example: In a 3-player game, at the beginning of the **Paraguay Offensive Phase**, with the RED player as the **Governor of Rio de Janeiro** (the first player), they return the purple die from the **Rio de Janeiro Card** with a value of 2 to the **Paraguay Power Area** on the central board, increasing its value by 1 (now it is 3). Now, the **Paraguayan Troops** begin their offensives to try to occupy the provinces of the players that are adjacent to Paraguay (the purple area), starting with the province of RIO GRANDE DO SUL belonging to the RED player (the first player). In this province, the RED player has 3 **Brazilian Troop Tiles** allocated on their individual board, totaling their **Imperial Power** at 3. Therefore, the **Paraguayan Troops** cannot occupy their province because the **Paraguay Power** is 3 (purple die) against the **Imperial Power** of 3, which is the number of **Brazilian Troop Tiles** allocated to it (on the RED player's individual board). Thus, the **Paraguayan Troops** will now attempt to occupy the province of the player to the left of the RED player, which in this case is the GREEN player's URUGUAY province. The GREEN player, on their individual board, has 2 **Brazilian Troop Tiles** and a **Fortification Improvement Tile**, which provides +1 **Morale/Def** in their province, also preventing the **Paraguayan Troops** from occupying it. This totals their **Imperial Power** at 3 (2 **Brazilian Troop Tiles** + 1 from **Morale**).*

We now move to the **BLUE** player, who is to the left of the **GREEN** player. The blue player has 4 **Brazilian Troop Tiles** in their **SÃO PAULO** province, which is also adjacent to Paraguay. Since they have a greater number of tiles than the value of the purple die in their province, once again the **Paraguayan Troops** fail to occupy a province.

Finally, the **Paraguayan Troops** will attempt to occupy the last adjacent province, which belongs to the **YELLOW** player. However, in a game with 3 players, the yellow provinces are considered **Uncontrolled Provinces**, and only the **Governor of Rio de Janeiro** (the first player of the current round, which is the **RED** player in this case) is responsible for them. **The Governor of Rio de Janeiro** chooses which of these provinces the **Paraguayan Troops** will attempt to occupy first. In this case, there is only one remaining province, which is **MATTO GROSSO** (yellow color).

The **Imperial Power** of the **Rio de Janeiro Province** and all **Uncontrolled Provinces** is represented by the **Brazilian Troop Tiles** located in the **Imperial Power Area** on the central board. In this example, there are 2 tokens representing the **Imperial Power**. The **Paraguayan Troops** successfully occupy the province of **MATTO GROSSO** because the **Paraguayan Power** is 3 (the value of the purple die) against the **Imperial Power** of 2 (represented by the **Brazilian Troop Tiles**). Unlike when the **Paraguayan Troops** occupy a province controlled by a player, the tiles in the **Imperial Power Area** are not discarded, and they do not reduce the value of the die like the discarded tiles. Only the **Brazilian Troop Tokens** (orange cube) on the **MATTO GROSSO** province on the central board is replaced with a **Paraguayan Troop Tokens** (purple cube). Since the province of **MATTO GROSSO** was just occupied in this round, it cannot continue the **Paraguayan Troop Offensives**. Thus, the **Paraguayan Offensives Phase** of this round comes to an end.

In the next round of the **Paraguayan Offensives Phase**, let's say that the **Governor of Rio de Janeiro** is now the **BLUE** player. The **BLUE** player returns the purple die from the **Rio de Janeiro Card**, which has a value of 3, to the **Paraguayan Power Area** on the central board, increasing its value by 1 (now becoming 4). The **Paraguayan troops** begin their offensives again to

occupy the provinces of the players adjacent to Paraguay (the purple zone), starting with the province of SÃO PAULO controlled by the BLUE player (the first player) where there are still 4 **Brazilian Troop Tokens** on the player's individual board, so the **Paraguayan Troops** fail to occupy it (**Paraguayan Power 4 vs. Imperial Power 4**). They then move on to the province of RIO GRANDE DO SUL controlled by the RED player to the left of the BLUE player. In this province, there are still 3 **Brazilian Troop Tokens**. The **Paraguayan Troops** successfully occupy it (**Paraguayan Power 4 vs. Imperial Power 3**), causing the RED player to discard 1 **Goods Tile** (a **Coffe Tile**) and the 3 **Brazilian Troop Tiles** from the province of RIO GRANDE DO SUL on their individual board. This reduces the value of the purple die by 3 (1 for each discarded **Brazilian Troop Tile**), bringing the **Paraguayan Power** back to 1. The **Brazilian Troop Token** on the RIO GRANDE DO SUL province on the central board is replaced with a **Paraguayan Troop Token**. Since the adjacent province to Paraguay controlled by the RED player has been occupied, Paraguay ends its offensives without attempting to occupy the URUGUAY province controlled by the GREEN player.

Now it's time for the provinces that have already been occupied by the **Paraguayan Troops** in previous rounds. The first player (BLUE player) chooses which of the previously occupied provinces will initiate their offensives against the adjacent Brazilian provinces. Since we only have the province of MATTO GROSSO left, it will attempt to occupy one of the two provinces adjacent to it, as chosen by the BLUE player. The BLUE player decides to target the province of SÃO PAULO because the **Paraguayan Power** is now at 1, and there are still 4 **Brazilian Troop Tiles** on the BLUE player's individual board.

The **Paraguayan Troops** in MATTO GROSSO fail to occupy the province of SÃO PAULO. They then attempt to occupy the province of GOYAZ controlled by the RED player, but they are unsuccessful. Next, they try to occupy the province of PARÁ controlled by the GREEN player, also without success. Both provinces have 1 **Brazilian Troop Tile**. Finally, MATTO GROSSO attempts to occupy the second adjacent province of the BLUE player, SOLIMÕES.

However, there are no **Brazilian Troop Tiles** on the BLUE player's individual board, only 2 **Goods Tiles** (Leather Tiles) and 1 **Improvement Token** (Fortification Mor+1/defense). Despite the **Improvement Tile** allocated in the province, as there are no **Brazilian Troop Tile** to add the value of **Mor+1** to its **Imperial Power**, the value remains at 0 against the **Paraguayan Power** of 1.

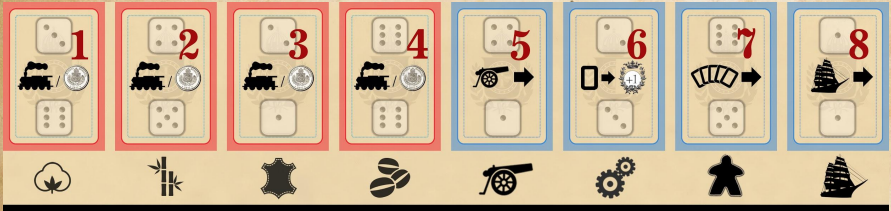
As a result, the province of **SOLIMÕES** is successfully occupied, and all the tiles in that province on the BLUE player's individual board are discarded (the **Leather Tiles** and the **Fortification Tile**). There is no reduction for the purple die, and the **Brazilian Troop Token** on the province on the central board is replaced with a **Paraguayan Troop Token**. This concludes the **Paraguayan Offensives Phase** for this round. It means that in the next round, in addition to Paraguay, there will be three more provinces occupied by the **Paraguayan Troops** (**MATTO GROSSO**, **RIO GRANDE DO SUL**, and **SOLIMÕES**) to conduct their offensives against the Brazilian provinces in the order chosen by the next first player.

If the province of **Rio de Janeiro** is occupied by the **Paraguayan Troops**, the game ends immediately, and ALL players lose the game.

Nobles' Phase

In this phase, we represent the strategies used by the nobles to increase their influence in the Brazilian empire, acquiring new titles of nobility and prestige before the *Magnanimous*, or conspiring for the advancement of the proclamation of the republic. To understand this phase, we will again use the **Actions Area** of the central board, and now we will use the iconography inside the red and blue quadrants, representing 8 distinct noble actions (Pic. 9). Players will take turns allocating one of their dice from their provinces not occupied by **Paraguayan Troops** from their individual boards back to the **Actions Area**, adding 1 to the value of the die (*in the case of a die with a value of 6, it becomes 1*).

Available Noble's actions



Pic.9

For actions 1 to 4 - **Move a Merchant Train Meeple OR sell a Goods Tile:**

The player must move their **Merchant Train Meeple** of their color with tiles of any goods ONCE to an adjacent province on the map of the central board that is not occupied by **Paraguayan Troops**, and at the END of their movement, there should not be another player's Merchant Train Meeple of the same color (*except in port provinces*).

If the player does not yet have a **Merchant Train Meeple** in play, after allocating their die, they must flip ALL their **Goods Tiles** of same type (*with the train side up*) that were allocated in the SAME province as the chosen die on their individual board to perform the action, turning them into "goods in transit," thus bringing their **Merchant Train Meeple** of their color into play and moving it ONCE as explained above.

Unlike the Production Phase, it is NOT necessary for the player to allocate their die exactly in the same red quadrant that represents the same type of goods (*iconography outside the quadrant*) they are transporting to perform this action. They can allocate it in any of the red quadrants.

As long as there are **Goods Tiles** in transit (*train side up*) in that producing province on their individual board, the player cannot take actions to produce more tiles of that goods type until all the allocated tokens have been sold or exported. When there are no more **Goods Tiles** in transit in that province, they must discard their **Merchant Train Meeple**.

OR

The player can sell ONE of their **Goods Tiles** (*in transit or not*) that is available in the SAME province as the chosen die to perform the action, discarding the token to receive **Réis Coins** equal to the value indicated on that die after allocating it.

5 - Move Brazilian Troops OR attack an occupied province:

The player chooses one of their provinces with **Brazilian Troop Tiles** to transfer as many tiles as desired to another province they control. Alternatively, if the player is the **Governor of Rio de Janeiro** for the round and there are at least 2 or more **Brazilian Troop Tiles** in the **Imperial Power Area** on the central board, they can transfer ONE of those tiles to one of their controlled provinces on their individual board, or vice versa.

OR

The player selects any number of **Brazilian Troop Tiles** allocated in one of their controlled provinces or an **Uncontrolled Province** (*if they are the Governor of Rio de Janeiro*) and attacks an occupied province by the **Paraguayan Troops** (*provinces with purple cubes*).

If the **Imperial Power** (*which consists of the number of **Brazilian Troop Tiles** allocated in their province or in the Imperial Power Area in the case of an **Uncontrolled Province***), along with any effects that increase its **Morale**, is greater than the **Paraguay Power** number (*value of the purple die*), the player has succeeded in liberating the occupied province. They remove the corresponding number of **Brazilian Troop Tiles** from the attacking province and advance the same number of spaces on the **Nobility Track** (*without considering the values gained from **Morale** effects*), returning the previously occupied province under their control or reverting it back to an **Uncontrolled Province**.

If the player has liberated an **Uncontrolled Province**, they CANNOT discard all the **Brazilian Troop Tiles** in the **Imperial Power Area** to advance on the **Nobility Track**, they must keep at least 1 tile in the area.

For all purposes, Paraguay and its operational zone (*purple area*) are NOT considered as a province, meaning they cannot be attacked by **Brazilian Troops** at any time.

6- Discard a card and move up on the Nobility Track:

The player chooses and discards (*placing it in the discard pile*) one card from their hand to move their **Noble Marker** UP ONE space on the **Nobility Track**.

7 - Play up to TWO cards from your hand in the Throne Room Area:

The player chooses up to TWO cards from their hand and secretly places them in the **Throne Room Area** on the central board, in any order, on top of other cards (*if any*) with their back facing up.

8 - Export goods OR sail to the port of Rio de Janeiro:

If, on the central board, the player has their own **Merchant Train Meeple** in their **Port Province** where at least one of their **Ship Meeples** is docked (*available*), they can Export any quantity of their **Goods Tiles** that were in transit (*with the train back facing up*) allocated in that producing province on their individual board. To do so, the player discards a **Ship Meeple** to the designated location in their **Port Area** and allocates the desired number of **Goods Tiles** (*now with the face up*) from that province to one of the available spaces on the **Trade Track** (*Pic.1 Id.11*) corresponding to the exported goods, where they have fewer than 5 **Goods Tiles** of their own color already allocated. A space is considered available if it is positioned equal to or lower than the position of the **Republic Marker** in the current round.

For the action of **Exporting Goods**, the player receives in **Réis Coins** ONLY ONCE, AND NOT FOR EACH TILE, the value indicated by the space, and FOR EACH tile allocated in this way, the player also advances their **Noble Marker** by 1 space on the **Nobility Track**. If the number of exported **Goods Tiles** exceeds the limit allowed in that space (*5 tiles*), they are not counted, and the player discards the excess.

*Example: On their turn, the BLUE player has their **Merchant Train Meeple** transporting 4 **Coffee Tiles** positioned in their port province (PORT. SEGUERO) and decides to use the action of exporting a type of goods by allocating one of their dice from their individual board to the available space for the export goods action in the **Action Area** on the central board. They check the **Republic Marker**, which in this round is indicating space 11. Therefore, the available spaces to allocate the **Coffee Tiles** on the **Trade Track** are: space 11, where they already have 4 **Coffee Tiles** of their own color allocated in previous turns; space 7, with 1 **Coffee Tile** allocated by the RED player; and space 3, which is empty. In this situation, the BLUE player must choose between space 11 or space 3, which are available to them. If they choose space 11, they will receive 11 **Réis Coins** but can only allocate 1 **Coffee Tile** (discarding the excess, as the limit per space is 5 tiles) and advance only 1 space on the **Nobility Track**. If they choose to allocate in space 3, they will receive only 3 **Réis Coins** for the export, but they can advance 4 spaces on the **Nobility Track**. Therefore, for strategic reasons, they decide to choose space 3, discard their **Ship Meeple** from their **Port Area**, and allocate their 4 **Coffee Tiles** in that space, receiving 3 **Réis Coins** for the export action. For each **Coffee Tile** allocated in space 3, they advance their **Noble Marker** by 1 space on the **Nobility Track**, meaning they advance 4 spaces.*

For all purposes, EXPORTING goods is also considered SELLING goods, but never the other way around.

OR

The player can choose to select one of their available **Ship Meeples** in one of their port provinces to dock it in the **Port Area** of the **Rio de Janeiro Province** if there is an available space.

Remember that whenever a player is the **Governor of Rio de Janeiro** for the round, they can also export through the **Rio de Janeiro Province** if their **Merchant Train Meeple** is in the province and at least one of their **Ship Meeples** is docked there (*available*).

Precise Noble Actions

If a player performs a **Noble Action** where the allocated dice value matches the one printed in the **Action Area** of the central board, they can choose to perform a **Precise Noble Action**. This allows them to perform THAT SAME ACTION AGAIN in sequence. It also gives other players the opportunity to perform that same action ONCE if they wish to do so, starting with the player to the left of the player who performed the **Precise Action** and proceeding clockwise until all players decide whether to perform that same action.

*Example: Let's say the BLUE player wants to move their **Merchant Train Meeple** (already carrying **Goods Tiles** in transit) from any province towards their **Port Province** (PORT. SEGUERO). They choose one of their dice from one of their provinces that is not occupied by **Paraguayan Troops**, increase its value by 1, and allocate it to one of the available spaces printed within the red quadrants of the **Action Area** on the central board, which are related to the movement of **Merchant Trains**. Suppose the dice to be allocated had a value of 2. As we know, the value of the dice must be increased by 1, making it a dice with a value of 3. Let's assume that the number 3 is printed in one of the spaces in the red quadrant where they want to allocate their dice. Thus, the BLUE player decides to perform a **Precise Nobles Action**, moving their **Merchant Train Meeple** TWICE instead of ONCE. This also allows other players, in clockwise order starting from the BLUE player, who have a **Merchant Train Meeple** in play, to move theirs ONCE.*

If any player does not yet have a **Merchant Train Meeple** in play, they can choose one of their provinces with available **Goods Tiles** on their individual board and decide to put all of them "in transit" (flipping the tokens with the train side up) and bring their **Merchant Train Meeple** into play, moving it **ONCE**. Alternatively, players can choose to sell any of their available **Goods Tiles** on their individual boards (in transit or not) for the corresponding value of the allocated dice (in this case, 3 **Réis Coins**).

Selling a Noble Action

If a player is unable or simply does not wish to perform one of the **Noble Actions**, they can choose not to take that action (*only allocating their dice by increasing its value by 1*) or they can choose to sell that action to the other players. If they decide to sell it, they declare which of their eligible provinces is performing the Noble Action on the central board, remove their dice from their individual board, increase its value by 1, and allocate the dice to the indicated area of the declared action in the **Action Area** on the central board. Starting with the player to the left of the player who sold the **Noble Action** and proceeding clockwise, each player can perform that action by paying the player who sold it the value of that dice in **Réis Coins**.

However, if the dice value of the performed action matches the one printed in the player's area on the central board who sold it, that action will **NOT** be considered a **Precise Action**.

Progression of the Noble Phase:

Starting with the current **Governor of Rio de Janeiro** and proceeding clockwise, each player takes turns performing a **Noble Action**, choosing one of their dice located in one of their provinces not occupied by **Paraguayan Troops** on their individual board. They increase its value by 1 (*a dice with a value of 6 becomes a value of 1*) and allocate it to the **Action Area** on the

central board, choosing one of the 2 available spaces (*with no other dice occupying the space*) within one of the quadrants corresponding to the desired action. In this **Noble Phase**, we will use the 8 icons located within the quadrants' (*Pic.9*) iconography. There are 4 red quadrants for actions related to moving the **Merchant Trains Meeples** and selling goods (*these actions are not related to the commodity icons at the bottom part of the quadrant used in the production phase*), and 4 blue quadrants with various actions.

The turns continue to alternate until the players are unable to allocate the dice from their provinces on their individual boards to the Action Area on the central board. Dice allocated in provinces occupied by Paraguayan Troops (indicated by purple cannon tokens) cannot be used in this phase and remain on the player's individual board, along with any dice that, for any reason, the player was unable to allocate to the Action Area on the central board.

*Example: The RED player wants to perform the action of bringing into play and moving their **Merchant Train Meeple** for the first time. They choose the dice located in the province not occupied by **Paraguayan Troops**, which is the cotton-producing province of RIO NEGRO, where they have 2 **Cotton Tiles** allocated. They then choose one of the two available spaces within one of the four red quadrants related to the movement of **Merchant Trains Meeples**, increase the value of the dice by 1, and allocate it to the only available space within the second red quadrant (with a leather icon at the bottom). In order to perform this action, the player needs to meet all the necessary requirements. They turn over their 2 **Cotton Tiles** (with the train side facing up) from the RIO NEGRO province where they performed this action, bring their **Merchant Train Meeple** into play, and move them ONCE to the adjacent province of PARÁ that is not occupied by **Paraguayan Troops** and does not have another player's **Merchant Trains Meeples** in it. This completes their action, and it's now the turn of the BLUE player to their left.*

The turns continue to alternate until the players are unable to allocate the dice from their provinces on their individual boards to the **Action Area** on the central board. Dice allocated in provinces occupied by **Paraguayan Troops** (indicated by purple cannon tokens) cannot be used in this phase and remain on the player's individual board, along with any dice that, for any reason, the player was unable to allocate to the **Action Area** on the central board.

*Example: The RED player wants to perform the action of bringing into play and moving their **Merchant Train Meeple** for the first time. They choose the dice located in the province not occupied by Paraguayan Troops, which is the cotton-producing province of RIO NEGRO, where they have 2 cotton tokens allocated. They then choose one of the two available spaces within one of the four red quadrants related to the movement of **Merchant Train Meeple**, increase the value of the dice by 1, and allocate it to the only available space within the second red quadrant (with a leather icon at the bottom). In order to perform this action, the player needs to meet all the necessary requirements. They turn over their 2 cotton tokens (with the train side facing up) from the RIO NEGRO province where they performed this action, bring their **Merchant Train Meeple** into play, and move them ONCE to the adjacent province of Pará that is not occupied by Paraguayan Troops and does not have another player's **Merchant Train Meeples** in it. This completes their action, and it's now the turn of the BLUE player to their left.*

Republic Phase

This phase represents the political conspiracies for a coup d'état aiming to overthrow the monarchy and implement a republic in Brazil.

At the beginning of this phase, the **Republic Marker** advances on the **Republic Track** THREE TIMES, thus enabling the spaces to its left on the so-called **Trade Track** for the allocation of Merchandise Tiles, as well as indicating the value that the player will receive in **Réis Coins** when exporting them.

*Example: If the **Republic Marker** is on space number 5, the available spaces on the **Trade Track** for the allocation of **Goods Tiles** will be:*

Space 5 - Sugar cane tokens worth 5 Réis Coins.

Space 4 - Cotton tokens worth 4 Réis Coins.

Space 3 - Coffee tokens worth 3 Réis Coins.

Space 2 - Leather tokens worth 2 Réis Coins.

Space 1 - Sugar cane tokens worth 1 Réis Coin.

Space 0 - Cotton tokens worth 0 Réis coins.

*Remember that whenever a player allocates one of their **Goods Tiles** of their color to the corresponding space, only they can allocate new **Goods Tile** of the same type in that space (up to a limit of 5). Therefore, when a player exports their **Goods Tiles**, they will receive **Réis Coins** equal to the value indicated on the **Trade Track** by the **Republic Marker** if the space matches or is below the house indicated by them on the **Republic Track**.*

If the **Republic Marker** reaches or surpasses space 20, the end of the game is declared at the end of the **Round End Phase**, and then victory points will be counted.

Scoring Victory Points

To determine the winner of the game, each player will alternately count their victory points (VPs), noting the total on their score sheet following the following criteria:

1- **Court Influence:** Each player receives points equivalent to their current noble title indicated by their **Noble Marker** on the **Nobility Track**.

Baron: 0 points
Viscount: 3 points
Count: 6 points
Marquis: 9 points
Duke: 12 points

2- **Commercial Influence:** The player with the most spaces filled with their **Goods Tiles** on the **Trade Track** gains 10 victory points, the second-place player gains 5 points. In case of a tie, the player with the most tokens allocated will be the winner and will receive the 10 points.

Note: In a 2-player game, only count the first-place player.

3- **Political Influence:** Each player gains 3 victory points for each **Referendum Card** under their control.

4- **Military Influence:** Each player gains 2 victory points for each Brazilian Troop Tiles allocated in their provinces.

5- **Economic Influence:** Each player gains 1 victory point for every 3 **Réis Coins** they possess.

6- **Territorial Influence:** Each player LOSES 5 victory points for each province of their color occupied by **Paraguayan Troops**, and the player who ended the game as the **Governor of Rio de Janeiro** gains 5 victory points.

Now, each player adds or subtracts all victory points on the scoring sheet, and the player with the highest number of victory points will be the winner of the game. In case of a tie, the player with the highest amount of **Réis Coins** will be the winner. If there is still a tie between the players, the victory will be shared.

End of Round

In this phase, the current round ends, along with all effects from event cards or special abilities. REMOVE FROM PLAY (*they go back to the game box, not to the discard pile*) all **Event Cards** in the **Event Area**. Players now replenish their hands from the **Emperor's Deck** until they have 5 cards again. If there are no more cards in the **Emperor's Deck**, shuffle all cards from the discard pile to form a new deck.

Now discard all remaining **Improvement Tiles** into the spaces of the **Available Improvements Area** (*Pic. 1 Id. 7*) on the central board and replenish the spaces with new 4 more random **Improvement Tiles**.

If the republic has been proclaimed (*the **Republic Marker** has reached or surpassed space number 20*), the game ends, and the victory points are counted (*as described in the previous topic*). Otherwise, check if any player has reached space number 20 on the **Nobility Track** to declare the winner of the game. If 2 or more players have reached space number 20 in the same round, then a referendum will be held among them to determine the winner of the game. Each participating player adds up their total fixed votes (*effects of cards, barons, their 2 ministers, and all their **Conservative** and **Liberal** deputies combined on their individual boards*). The player with the highest sum of votes is declared the winner of the game. If the vote is tied, the player who reached space number 20 on the **Nobility Track** first in the previous round will be considered the winner of *Magnanimous*. If the end game conditions are not met, the players prepare to start a new round, returning to the **Emperor's Phase**.

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