

PAX Hispanica



Part A INTRODUCTION

You are a Spanish, English, French, Dutch, or Courish lad with the drive to become a great colonizer, emancipator, courtier, or pirate of the Caribbean. In the 17th century the decadent Spanish crown owns everything, the black market is everywhere, the inquisition hears everyone, and nowhere is safe from the pillaging of the buccaneers. Every year, a treasure fleet (the flota) worth 10 million doubloons sails to Europe laden with silver, pearls, gems, and priceless relics. You decide to either command the flota or plunder it.

Pax Hispanica¹ is an asymmetrical game of ship battles and treachery for 1 to 5 players. The mechanics are similar to other Pax games, with a Tableau, Market, blind auction, and 4 different career choices and victories. Win by becoming an extremist in your Profession and transforming the society of the Spanish Main.²



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Living Rules



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Living Rules

Living Rules Policy (since 1992). If you find a mistake or factual error in the rules or background, leave a comment in the living rules. If a definition or defined term is not sufficiently precise, offer a better one.

Metarules (rules about rules):

A word being defined is listed in **bold**, or *italicized* if defined elsewhere.

A **Capitalized word** is a general term defined in either the glossary (pg. 30) or the Rosetta Stone.

A word in **ALL CAPS** refers either to the **PIRATING** or **EUROPE** spaces on the map, or to a Ship's Legality as printed on the Ship Card.

The Golden Rule. If the text on a card, scenario, tutorial, or variant contradicts these rules, the text prevails.

Immunity. A card ability granting "immunity" prevails over other abilities.

¹ PAX HISPANICA is the twenty-three years of peacemaking between 1598 to 1621, when Spain disengaged from the European wars of religion that dominated the previous century. This was during the Spanish Golden Age, the last period when Spain clearly dominated European affairs.

² THE SPANISH MAIN encompasses the mainland shores of New Spain on the Caribbean Sea and the Gulf of Mexico. The area was not yet known as the "Caribbean", a term derived from the fierce Carib culture but not in common usage until the late 19th century.

Part B COMPONENTS & ANATOMIES

The Deluxe components are shown on page 38.



Map & calendar



Philosophy board



Rosetta Stone



5 Playmats (1/player)



53 Meeples
(5/player & 28 white)



100 Market Cards

14 Haven Cards



2 Battle Cards

20 Chests

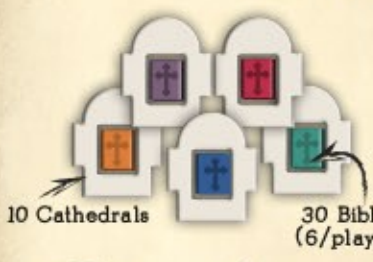


2 Dice



3 punchboards

10 Forts 32 Colonies
(6/player & 8 purple)



10 Cathedrals 30 Bibles
(6/player)



5 Relics 1 Dove 1 Parrot



10 Rebels



40 Silver Doubloons
(\$1 each)



5 Gold Dollars
(\$4 each)



14 Standee Figures (2/player)

B1. LAND ZONES (MAP)



B1a Wilderness
Yucatán, like Florida & Jamaica, is not a *land zone*, and produces no goods and has no Rebel or Colony Sites.

B1b Tribal Sites

B1c Spanish Colony Site

B1d Rebel Site

B1e land zone

B1f Goods

B2. ARCHIPELAGOS (MAP)



B2a current

B2b sea zones

B2c Squatter Colony Sites

Leeward Island archipelago in the Sint Maarten sea zone is a single *land zone*.

Windward Island archipelago in the Hewanorra sea zone is a single *land zone*.



The name of both a sea zone and a pirate haven.

B4. PLAYMATS (5)



B4a player name & color

B4b national ability

B4c Sway & Reach columns. This player has a Sway of 2 and a Reach of 3.

B4d disks.

B4e Bibles.

B4f Coffers to store money & Relics.

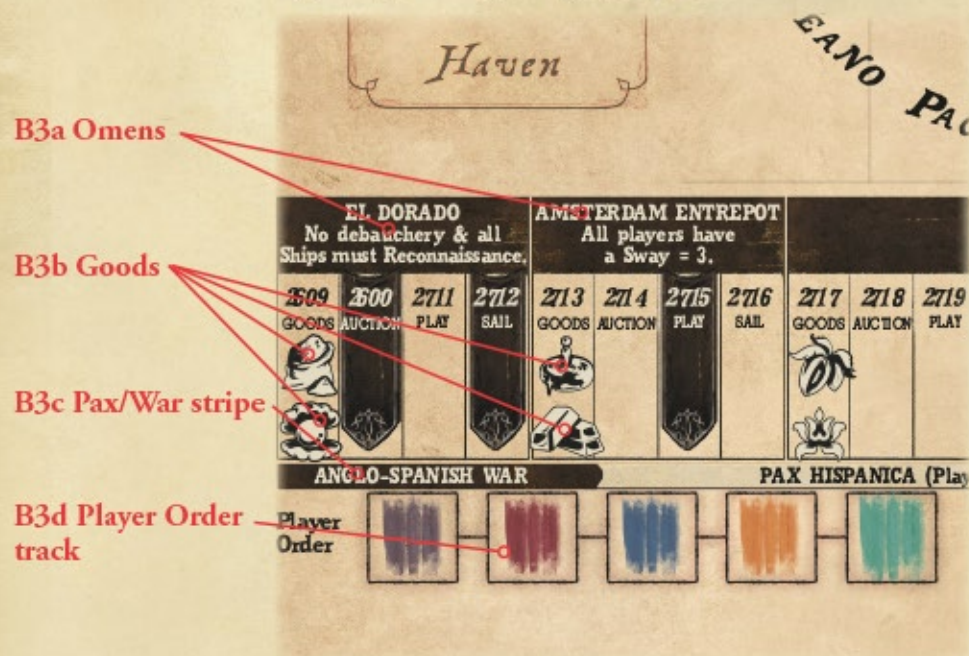
B4g Ship Slot stores up to 3 Ship Cards.

B4h Peerage slot stores up to 3 Royalty Cards.

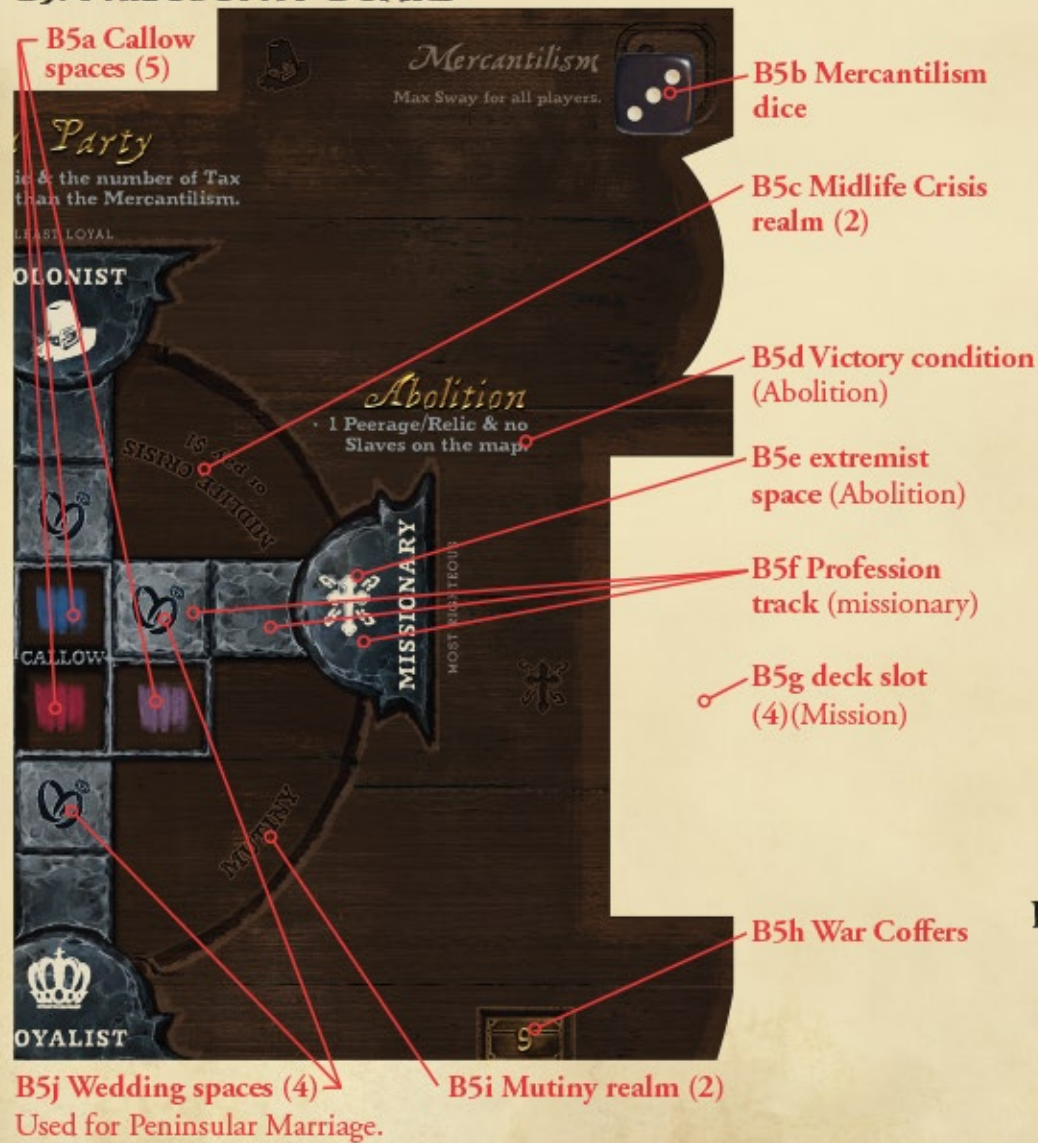
B4i Splay arrangement so that the Peerage Ability text is visible.

B4j A Ship Card here is the Flagship.

B3. CALENDAR (MAP)



B5. PHILOSOPHY BOARD



B6. HAVEN CARDS (14)

B6a Haven sea zone

B6b Action icons



B7. MARKET CARDS (100)

Colony, Mission, Royalty, & Ship.

B7a Nudge icon

B7b Legality

B7c Seamanship
("A" is best & "Z" is worst).

B7d Anchor icon

B7e Action icons
(see Rosetta Stone)

B7f Peerage Ability

B7g Peerage title

B7h Reach Peerage icon
(see Rosetta Stone)

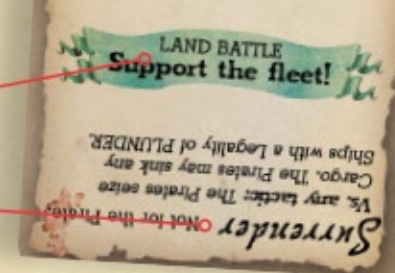
B7i Peerage Qualification



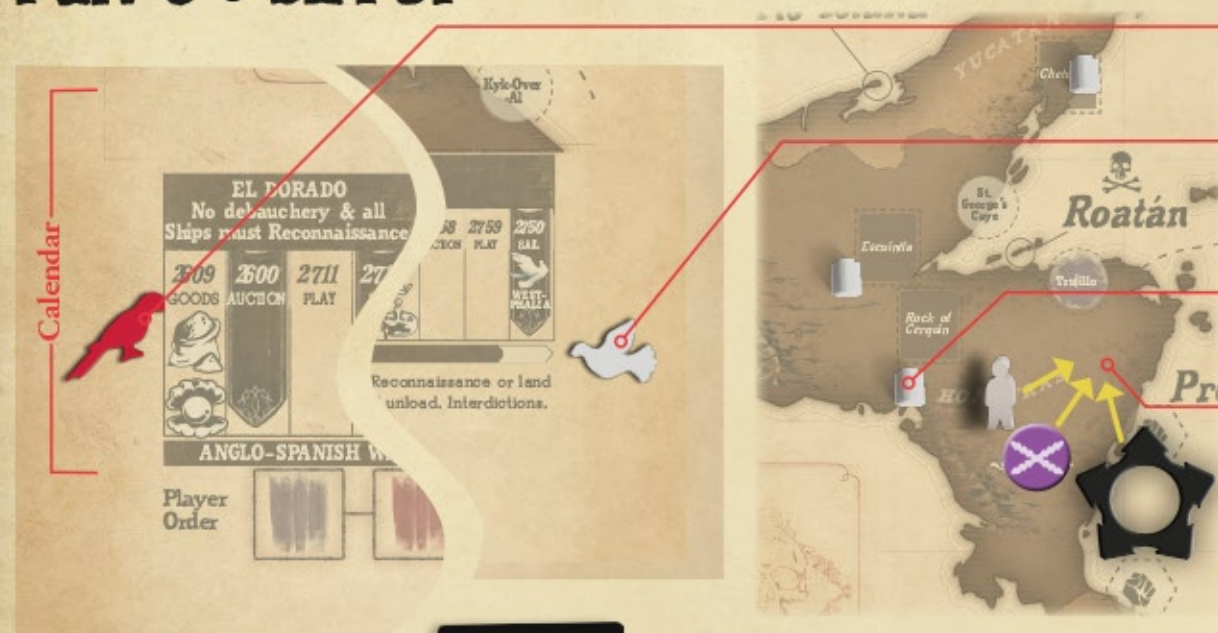
B8. BATTLE CARDS (4)

B8a land battle tactic

B8b sea battle tactic



Part C ♣ SETUP



C1. MAP & CALENDAR SETUP

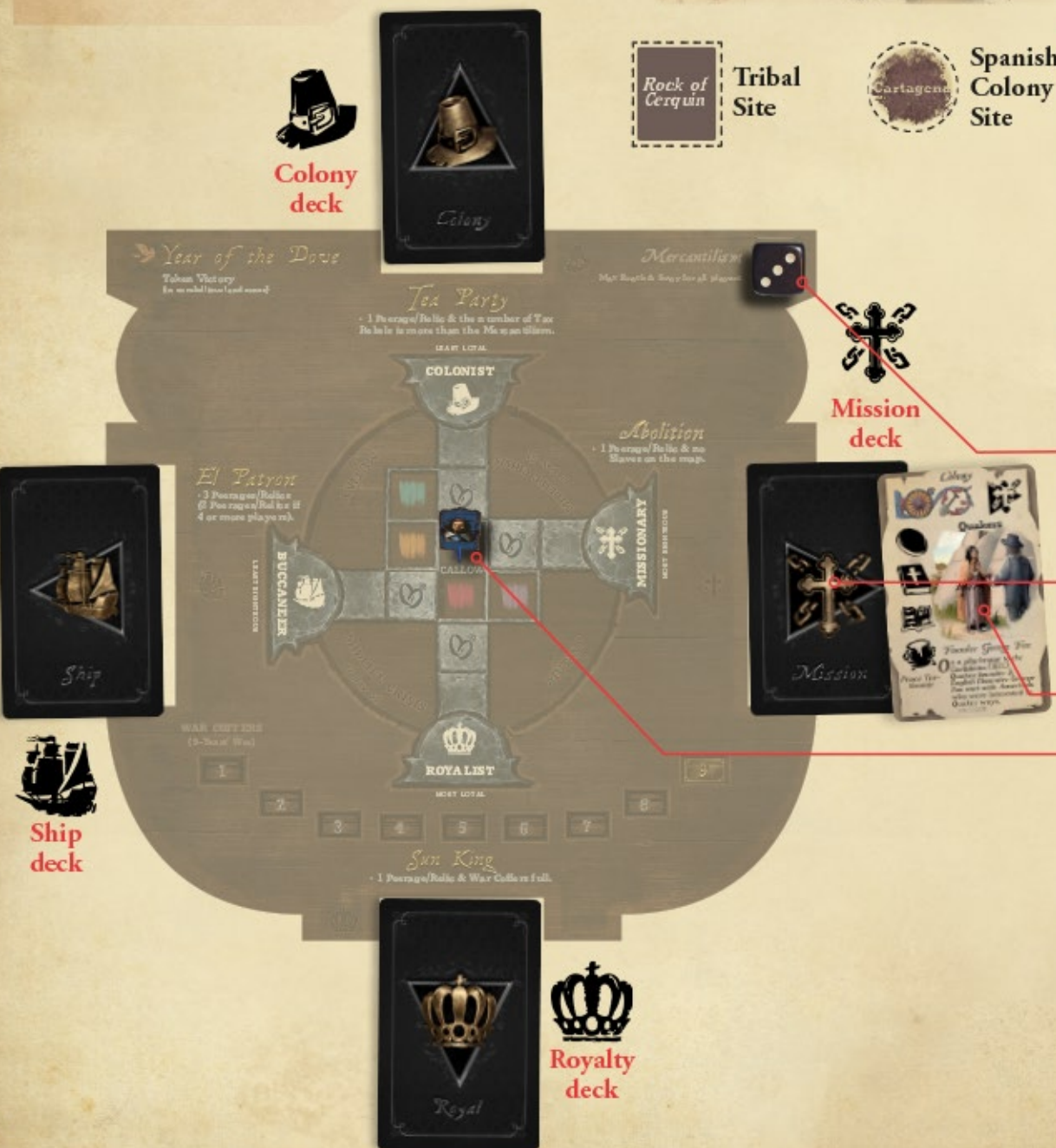
C1a Place the Parrot into 1598 in the calendar.
(Place it into 1614 for the optional *comet short game*).

C1b Choose long game or short game. Place the Dove into the calendar in either 1649 (Westphalia long game) or 1637 (Prague short game).

C1c Place a white Meeple into each of the 20 Tribal Sites (B1b) to represent the Indigenous.

C1d Place a purple disk into each of the 8 Spanish Colony Sites (B1c) to represent the starting Spanish Colonies. Place a white Meeple (Indigenous) on each of them. If player purple is not in the game (C3a), start these Colonies with a fort 🏰.

C1e Place Haven Cards (14) facedown in the lower left corner of the map.



C2. PHILOSOPHY BOARD SETUP

C2c Mercantilism dice (B5b). On the dice icon, place a dice with 3 pips faceup. *This indicates a starting Mercantilism of 3.*

C2a Four Market decks. Shuffle the Colony, Ship, Mission, and Royalty decks and place each facedown in the corresponding *deck slot* (B5g).

Flip the top card of all four decks faceup.

C2b Your Figure will be placed into your color square (B5a) during step C3g.

C3. ASSIGN A PLAYMAT TO EACH PLAYER

Each player gets a Playmat, either randomly or by some agreement. Take the tokens (Disks, Bibles, Galleons, Meeples) of your color.

C3a Player purple. It is recommended that the Spanish player not be in the game in a 2- or 3-player game, since Spain starts with large advantage in Sway.

Tip: *The spanish advantage is large enough that they can win early unless the other players cooperate early.*

C3b Solitaire Game. You play Ganga Zumba (reverse side of Playmat red) versus Sun King (reverse side of Playmat purple). See Part H. *Ganga Zumba's Playmat and starting Peerage (MAROON KING) can be experimentally used in the multiplayer game.*

C3c Your starting dollars. Each player starts with as many dollars as players in the game. *The large silver coins are \$1, and the small gold coins are \$4.*

C3d Your sway column (B4c) is loaded with 6 Colony disks. However, the Spanish (purple) Playmat starts with zero disks.

C3e Your reach column (B4c) is loaded with 6 Bibles.

C3f Reserves. Next to their Playmat, each player maintains the tokens of their color (Meeples & Galleons).

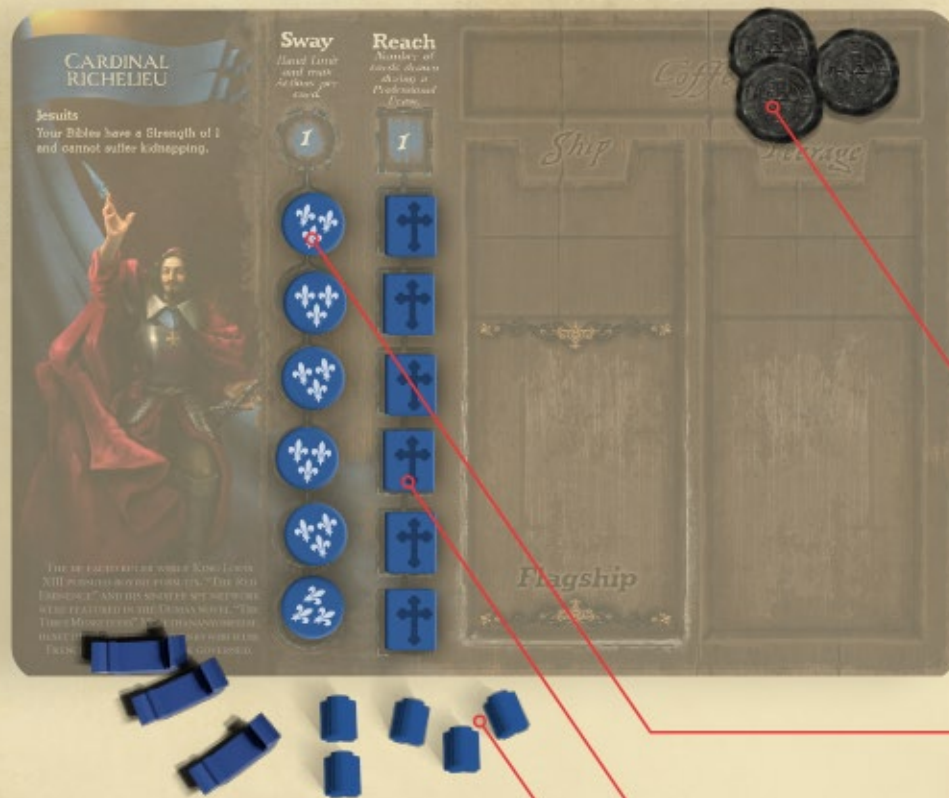
C3g Your Figures. Each player adds one of their standee Figures to the slot of their color on the map and another into the square on the philosophy marked with your color (C2b).

C3h Pool. Place the unused tokens (Rebels, Chests, Relics, forts, Cathedrals, coins, black Galleon) together.

C3i Battle Card deck (B8). Put into a public deck.

C3j Your starting Hand. Each player takes two Haven Cards at random, keeping their values secret from the others.

C3k Start the game. You are now ready to start playing! See D1 for the first year.



Part D ■ SEQUENCE OF PLAY

The game proceeds year by year in 4 year cycles, with each player taking their entire turn within the year, in Player Order. Begin with the first player and end with the last. See the abbreviated sequence of play at the bottom of the map.

- **Advance Parrot.** When all players have performed their year, advance the Parrot into the next year on the *calendar* (B3). The game is played in rounds of 4 years: *goods* (D1), *auction* (D2), *play* (D3), and *sail* (D4).
- **Perform Omens** (see glossary) at the start of their indicated year.

D1. GOODS YEAR (DONE ONCE, NOT PER PLAYER)

Follow this sequence:

- Update Player Order.** Each player has a Figure of their color on this track (C3g).³ Player Order proceeds from left to right, and remains constant each year until the next goods year.
 - **During War (B3c).**⁴ Arrange the Figures from the most to the least Righteous (glossary), with the former Player Order breaking ties.
 - **During Pax.** Arrange the Figures from the most Loyal to the least Loyal, with the former Player Order breaking ties.
- Cathedral refresh.** Populate each vacant Cathedral with a Citizen Meeple of the color of its Bible from the Pool, representing a local demand for more Labor.
 - **Refugees.** If a Cathedral owner has no more Citizens, he must refresh using Citizens from the Reserves of any other player, even from players who are not in the game. See Token Limits.
- Labor acquisition** (Player Order). To avoid dieoff (next bullet), each vacant Colony (a Colony without a Meeple on top) acquires Labor from the same land zone in one of 2 ways:
 - **Kidnap** from a Tribal Site or Visita (E2a). This is mandatory if no other source of Labor is available.
 - **Employment** from a Cathedral (E2b). The Colony owner (or the Pool if the Colony owner is not in the game) pays a \$1 salary to the owner of the hired Citizen.
- Colony dieoff.** If a Colony is unable to acquire Labor and thus remains vacant, then Discard both the disk to the owner's *sway column* (B4c) and any Treasure or *fort* ☆ there.⁵

Easily missed!

You can't kidnap from Tribal Sites in wilderness such as Chetumal in Yucatan.

Example D1d. During the goods year, there are 2 sources of Labor for your vacant Colony at New Edinburgh: an Indigenous at Darién and your Citizen at Ronconcholon Cathedral. Player purple goes first in Player Order and employs your Citizen, leaving the Cathedral vacant. He pays you \$1 salary for the employment. Unfortunately Panamá is rebellious, making kidnapping impossible. Without any Labor, your Colony dies out.



- Goods placement.**⁶ The *calendar* (B3) depicts the 2 Goods for the year. Find the 2 *land zones* (B1e) that depict these Goods and place a Chest on or by each Colony in that land zone. Do not place any Chests if the land zone has no Colonies or if the Colony already has a Chest.
 - **Rebellion (E6a)** in the land zone does not prevent good placement.
- Slave attrition.** If a new Chest is added to a Colony with Slave Labor, Discard that Indigenous to the Pool.⁷
- Earnings.** If a Chest is placed at a Colony that has Citizen Labor, the owner of the Citizen receives \$1 (one dollar)⁸ from the Pool.

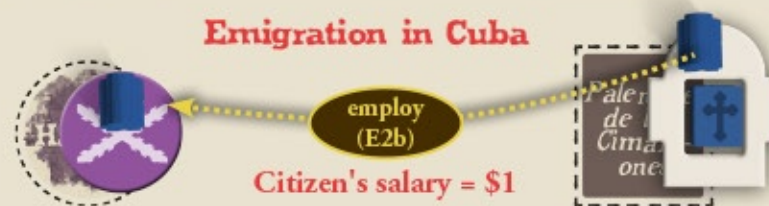
Example D1. It's 1610 during the Pax Hispanica.

Update Player Order: Since purple is the most loyal and red the least, the Figures are purple, blue, then red.

Labor acquisition: The Spanish Colony at Havana pays \$1 to the French Cuban Cathedral to hire a Citizen (see below). There are 2 vacant Colonies in Nova Andalusia and both dieoff without Labor.

Goods placement: A Chest of Cuban tobacco is placed on Havana. Nova Andalusia is abandoned, so no Chests of salt are placed there.

Earnings: Player blue receives \$1. Advance the Parrot to 1611.



³ **PLAYER ORDER.** Even ships that were not necessarily carrying any illicit cargo often sought out particular routes and timing to conceal their arrivals and departures and intentions from competing vessels in the chaotic Caribbean markets. This resulted in few vessels being willing to participate in convoys, one of the primary means of protecting commercial shipping from attack by enemy vessels during war.

⁴ **RELIGIOUS WARS.** There were many religious wars in the 17th century, and it was not just the Spanish Inquisition that did the terrorizing. In the English Civil War, it was the cavaliers (Nudge down) versus the roundheads (left). In France it was the Catholics (right) versus the Huguenots (up). In the religious civil war during the 12-year truce in the Netherlands, it was the remonstrants (up) versus the gomarists (left).

⁵ **COLONY DIEOFF.** Many American colonies mysteriously vanished, including the Roanoke Colony off Virginia, privately-funded by Sir Walter Raleigh (player red) and his friends.

⁶ **SPANISH EXCLUSIVE.** By law, the Spanish colonies could not trade with each other, let alone with foreigners. They could trade only with Seville, the one designated trade port in the distant mother country. Spanish merchants and Spaniards acting as *cargadores* (fronts) for foreign merchants sent their goods on the annual treasure *flota* bound for the New World. The Spanish Crown taxed the wares and precious metals of private merchants at a rate of 20%, a tax known as the *quinto real* (royal fifth). The vast majority of Caribbean trade was illegal and untaxed contraband.

⁷ **BRUTAL WORKER ATTRITION.** Due to the virgin soil effect, Old World diseases such as smallpox, malaria, flu, and measles ravaged through the American natives far faster than the horses of the Conquistadors. Archeological evidence seems to indicate a mortality as high as 90% decades before any of them had even seen a Spaniard. In spite of the New Laws prohibiting enslavement of the indigenous, illegal slave raids threatened total extermination. A tragic example is the Pearl Coast of eastern Venezuela. To supply the oyster fisheries of Isla Margarita, the peaceful natives of Trinidad and Tobago were labeled "Caribs" or "pirates" in 1511, and thus legal enemies of Spain. In two decades not only were the islands decimated by slave raids, but the oyster beds were degraded beyond recovery. The environmental damage was an example of the "tragedy of the commons": if nobody holds Lockean property rights, it becomes a race to exploit resources before the next exploiter does. —Michael Perri, *Ruined and Lost, Spanish Destruction of the Pearl Coast in the Early Sixteenth Century*, 2009.

⁸ **SPANISH DOLLARS (\$).** The depicted silver coin is the *dollar*, also called "piece of eight" or "peso". Containing 25.56 grams of fine silver, it was minted in huge quantities beginning in the 16th century from the silver mines of Mexico and Perú. It became the basis of the American dollar (this much silver is worth over \$17 today's inflated US dollars). The symbol "\$", used for both the dollar and the peso today, may have come from the superimposed letters "PT S I", the mark of the mint at Potosí in Perú. The depicted gold coin is the *doubloon*, minted in New Spain beginning in 1622. It contained 7 grams of gold (worth \$420 US today) and was worth 4 Spanish dollars or 2 Venetian ducats or 40 Dutch guilders.

D2. AUCTION YEAR (EACH PLAYER, IN PLAYER ORDER)

On your turn you must perform one of three options (a, b, or c):

a. **Initiate auction.** First announce one of the 4 Market decks. Then:

- **Buried treasure option.**⁹ If you announce "buried treasure", then the card being auctioned is the unseen card one below the top card, leaving the original faceup card in place (so that only the auction winner will see what the auctioned card is). If you announce a deck without saying "buried treasure", you auction its top faceup card.
- **Blind auction procedure.** The initiator, plus every player with at least \$1, must participate in the auction. Each takes their money out of their Coffers, secretly places any number (including zero) in their closed fist, while hiding their remaining money with their other hand. Then, all participants reveal their bid simultaneously.
- **Win procedure.** The high bidder wins the card, with the initiator winning ties. The winner adds the card to their Hand (unseen, in the case of buried treasure).
- **Who gets paid?** If you win as the initiator, pay your bid to the Pool. If somebody else wins an auction you initiate, then they pay their bid to you.¹⁰
- **Tied bids.** As the initiator, you win a tied bid you are involved in. If you are not involved, you choose which of the tied players wins.
- **Auction losers** get their money back.
- **Then flip the top card of the deck faceup,**

Easily missed!

This year you may exceed your Hand Limit, since this is not enforced until the end of your play turn.

Example D2a. You initiate an auction for a Ship. The bids are revealed, and you bid nothing and your two opponents each bid \$5. You decide to take \$5 from player red who adds the Ship Card to his Hand.

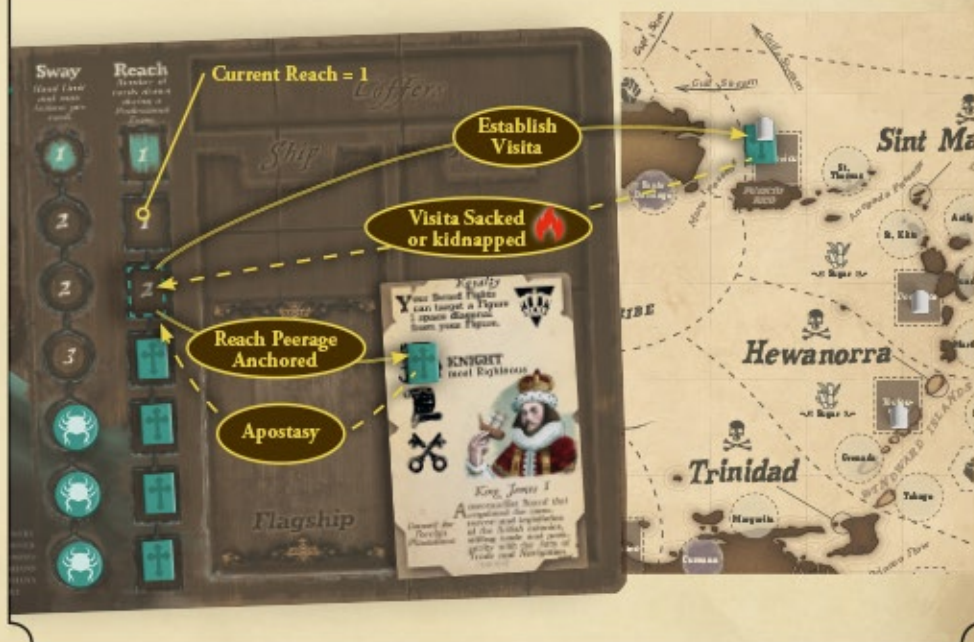
- b. **Professional Draw** by drawing a number of cards equal to your Reach from the deck linked to the Professional track that you are on. Your Reach is defined as either the current value on your Playmat, or the current Mercantilism, whichever is lower.
- If drawing more than 1 card, only the first is known to other players.
 - **Then flip the top card of the deck faceup.**
- c. **Debauchery**¹¹ by undergoing Midlife Crisis (only if Professional, see glossary), then taking \$1 and 3 Haven Cards.

Example D2. Continuing from example D1, player purple initiates a buried treasure auction for the Royalty Deck, which he wins. Player blue, a Professional missionary, draws the top 2 cards from the Mission Deck. Finally, player red initiates an auction for the Ship Deck. The winning bid is \$4 from player purple, who pays the cash to player red and takes the Ship into Hand. The Parrot advances to 1612.

Deck Maintenance: If a Market Card is Discarded, it goes faceup into the bottom of its draw pile. If a faceup card appears in a draw deck, indicating that the deck has run out of cards, shuffle all the cards in the deck to form a new deck.

Tip: Your first goal is to get a job! Either win an auction for a Market Card of the proper Nudge in 1599, or play a Peninsular¹² Marriage or Sword Fight in 1600. The combination of a Haven Action and a Nudge will often make you Professional. Except for Spain, a job is essential to capitalize on the powerful second Omen (Amsterdam Entrepot). See page 28 for more advice for teenagers.

Tip (Reach): If you choose Professional Draw (D2b), the number of cards you draw is equal to your Reach. Your Reach increases as you establish Missions or Anchor cards with the Reach Peerage icon. Your Reach decreases as you lose Missions or Peerage with Bibles on their Reach Peerage icon.



⁹ BURIED TREASURE. Pirates and buried treasure, told in many stories such as *Treasure Island* by Robert Louis Stevenson, may have originated from the celebrated 1573 raid by Sir Francis Drake (card S11) in Darién, Panamá. Using Maroon guides, some of whom were incorporated into his crew as freemen, Drake surprised the Spanish mule train and captured 20 tons of silver and gold. Most of this windfall was buried since it was too heavy to drag back to the ships.

¹⁰ MAKERS VS. TAKERS. Wealth generation in a *Pax* game follows a maker vs. taker dichotomy. Money is generated by those who produce values (farmers, miners, doctors, navigators, merchants, mule drivers, slaves), and redistributed by those that take them (pirates, robbers, taxmen, slavers, customs officials, kings). Accordingly, money flows into *Pax Hispanica* both by market investments (card sales) and colonial production. Unlike many other games, taxation and piracy redistributes wealth rather than generating it.


¹¹ DEBAUCHERY is a night of grog-swilling revelry, terminated by the raid of a press gang. These legal thugs were commissioned to roam the streets and pubs, looking for callow youths to impress (kidnap) into naval service on warships. The shanghaied victims at least gain a bit of wages and experience about the pirate havens of the Caribbean. However, defining a slave as one under force to serve others, conscription is enslavement. Impressment against sailors on American ships by the Royal Navy was one of the 27 grievances leading to the American Revolution.



¹² PENINSULAR refers to a Spaniard born in Spain living in the colonies. Higher offices in New Spain were available to *peninsulares*, or those married to *peninsulares*. In this game, a gold digger marrying a peninsular bride gets you into a profession.

D3. PLAY YEAR (EACH PLAYER, IN PLAYER ORDER)



Each player in Player Order plays any number of Market and/or Haven cards. The number of Actions that you perform per card cannot exceed your Sway. On your turn, follow this sequence for each card played:

- Reveal a Card from your Hand.**
- Nudge.** When playing a Market card, you must move your Figure by one space in the direction indicated (B7a). For *extremist positions*, see G2a.
 - Mutiny & Midlife Crisis.** If a Nudge would take you into the realm labeled "MUTINY" (B5i), instead of moving you suffer Mutiny before performing Actions or Anchoring the card (see glossary). If a Nudge would take you into the realm labeled "MIDLIFE CRISIS" or pay \$1" (B5c), instead see Midlife Crisis (glossary).
 - Duel.** If a Nudge takes you to an occupied spot, swap places with that Figure.

Example D3b. In a 2-player game, you are an extremist Loyalist, and your foe is in the adjacent spot. You play your Royalty Card ROYAL EXCHANGE with a Nudge upwards , towards Colonist. This fights a Duel, and you swap places with your foe. Now you are the least Loyal, instead of the most. This matches the "least loyal" qualification on the card, which you play for its Reach Peerage effects (D3d).





- Choose Actions.** When you play a card, you choose which Actions (icons in the left column) to perform. See Rosetta Stone for Action details.
 - Action limit.** The maximum number of Actions performed per card played is equal to your Sway, defined as either the current value on your Playmat, or the current Mercantilism, whichever is lower. If you play a card that increases your Sway, that increase is in effect on the next card you play.
 - Action order.** You may play Actions on a card in any order. Take all Actions before going to the next card.
 - Action effects.** See Rosetta Stone.
 - Cards acquired during play.** If you get Market Cards during your play turn (e.g. via Armada  or Letter of Marque ) , they are Anchored directly into your Playmat without using any of its Nudge or Action icons. If this adds a Ship to PIRATING, draw a Haven Card.






Easily missed!
You choose the order of cards to play, and you choose the order of Actions to perform on each card played. You may play a card for its Nudge only, skipping all the Actions.

Example D3c. As the most loyal, you play the Royalty Card in your Hand for its ADMIRAL Sway Peerage , increasing your Sway to 2. This allows you to play your "Somers Isles shipwreck" Colony Card for two Actions (e.g. Disk and Armada) instead of one. The Disk Action  moves a Sway disk to the map, but your Sway remains at 2.

Disk Actions
Armada Action



Anchor Actions (Ship, Reach Peerage, Sway Peerage). If you choose to play an Action containing an *anchor icon* (, B7d), place its card into a Slot in your Playmat. There are 3 kinds of Anchor Actions: *Ship* , *Reach Peerage* , and *Sway Peerage* .

- Discard after play.** If you play a card without using an Anchor Action, Discard it after performing its chosen Actions.
- Slot Limit = 3 cards.** If your Ship or Peerage Slot already has 3 cards, then the Anchor Action cannot be chosen.
- Ship Action effects.** Add the Ship Card to your *Ship Slot* (B4g), arranged so the one you wish to be your Flagship is as shown in B4j. Place your new Galleon token to join your fleet (either in EUROPE or PIRATING), or in PIRATING if this is your only Ship. If put into PIRATING, draw a Haven Card per D4g. Follow this same procedure if you acquire a Ship by other means (e.g. Armada  or Letter of Marque .
- Peerage Action qualifications (B7i).** Not just anyone can become a Baron, Duke, or Knight! Each Peerage Action  has one of four **qualifications**: *most Righteous* (the Figure most to the right), *most Loyal* (downmost), *least Righteous* (leftmost), or *least Loyal* (uppermost). You cannot play a Royalty for its Peerage Action unless your Figure is more extreme than anyone else in the indicated direction, after the Nudge. If tied, the player ahead in Player Order wins.
- Reach Peerage effects.** Assuming you meet the qualifications, place the card Splayed into your Peerage Slot (the order doesn't matter, see B4i). If you have Bibles remaining, take the top one from your reach column and store it to cover the card's *Reach Peerage icon* (, B7h).
- Sway Peerage effects.** Same as the previous bullet except move a disk from your sway column instead of a Bible from your reach column. 
- Peerage Ability (B7f)** is instantly active once on a Playmat.

Easily missed!
If unqualified, you can play a Royalty Card for its non-anchor Actions, or only for its Nudge.

Example D3d. You are a colonist (Figure A), and your two opponents are Figures B & C. Therefore, you are unqualified for the GRAND INQUISITOR Peerage on the card you hold. However, you play the card, and its Nudge brings you into MIDLIFE CRISIS. Instead of paying to avoid it, you move into the vacant Callow spot shown. You are now tied for most Righteous, but since you are first in Player Order, you become the most Righteous and qualified to Anchor the card you played.



- d. **Choose Flagship.** If you have a fleet, you may rearrange your Ship Splay to indicate a new Flagship (B4j). The Flagship defines both the Legality and the Seamanship of the entire fleet.
- e. **Hand Limit enforcement.** Your Hand Limit is enforced only at the end of your play turn (and for all players again at the end of the play year). Either sell Market Cards or Discard any cards in your Hand until you are down to your Hand Limit as set by your *sway column* (B4c).
- **Selling Market cards.** Any Market card(s) in your Hand can be sold to the Market for \$1 taken from the Pool. Place the sold card (hidden but faceup) to the bottom of its Market deck.¹³ You can sell cards only during your play turn.
 - **Discarding Haven Cards.** Shuffle these (hidden) into the Haven deck. Haven Cards cannot be sold unless using the Black Market Action.
 - **Debasement of 1624.** After this Omen, you can only Discard cards, not sell them unless using the Black Market Action.¹⁴
- f. **Negotiations (G1).** You can exchange Hand cards, money, and deals with other players at any time during the entire play year. At the end of this year, everyone must Discard down to their Hand Limit (Sway).

Example D3. Continuing from example D2, player purple has the first play turn. He plays a Haven for its *Sword Fight* into the buccaneer Profession, then plays his Ship for a Nudge deeper into buccaneering. He Anchors the card and adds a Galleon to PIRATING, which draws an additional Haven Card. He can't play or sell either of his Haven Cards, so he discards one to attain his Hand Limit of 1. Player blue plays both his Mission Cards to Nudge right and start Visitas in Palenque San Basilio and Dominica. He sells his Ship Card for \$1, since its downward Nudge would cause Mutiny among his fleet if played. Player red, who would otherwise have no card to play, interrupts the sale and offers \$6 to buy the card instead of selling it. Player blue accepts, and player red plays and Anchors his purchased Ship for his play turn. The Parrot advances to 1613.

Easily missed!

All Actions on Haven Cards require you to be Callow in order to use them.

D4. SAIL YEAR (EACH PLAYER, IN PLAYER ORDER).

Skip your turn if you have no Ships. Otherwise, if your fleet is in EUROPE, move it to PIRATING and draw a Haven Card. If it starts in PIRATING, place it to a *sea zone* (B2b) where you intend to attack or load either Treasure or Labor. After this attack or loading, move from sea zone to sea zone to load more Treasure or Meeples, or unload Meeples at vacant Colonies. End your sail turn with your fleet in either EUROPE or PIRATING. Your fleet cannot split up.¹⁵



- If starting in EUROPE.** A fleet starting its sail turn in EUROPE must move to PIRATING as its sail for this year as shown. Then draw 1 Haven Card (D4g). This ends your turn.
- If starting in PIRATING.** At the start of your turn, decide whether you *sail* or do *Reconnaissance*. If you choose to sail, place all your Galleons into any sea zone containing a Site where you wish to *load Treasure* (F4, F5), *emigrate Citizens* (F3b), or *initiate a land battle* (E5). These activities may be restricted by the fleet's Legality; see Legality Table.
 - **Reconnaissance.** If you choose not to sail your fleet in PIRATING, draw 1 Haven Card. This ends your turn.
 - **Token loading.** During a sail, each Galleon can load 1 token (see Cargo). A Meeple is loaded by either *enslave* (F3a) or *emigrate* (F3b), and Treasure is loaded by either *PLUNDER* (F5a), *SMUGGLER* (F5b), *CONQUISTADOR* (F5c), or *PRIVATEER* (F5d), depending upon the *Legality* of your *Flagship* (B4j). If starting in a *Friendly Port*, see F4a.
 - **Initiate land battle (E5).** You can initiate this against an occupied Site in the *sea zone* (B2b), subject to the *limitations* of E5a, including the Legality Table and the attack limit.
- Sailing.** The fleet always sails to an adjacent sea zone, where it can continue to sail or load Treasure (Chests & Relics), or load or unload Meeples. If carrying Treasure, it either sails to EUROPE or buries it on an island. If not carrying Treasure, it is placed into PIRATING.
 - **Movement rate.** Your fleet can sail as many sea zones as you wish!
 - **Sea zones only.** Your fleet cannot cross land zones (e.g. through Cuba).
 - **Currents (B2a).** No fleet may sail from one sea zone to another against an arrow.¹⁶

Easily missed!

You do not need to follow the currents, just don't sail against them.

Galleon sea battle, by Cornelis Verbeeck, c. 1619.



- 13 **BUYING AND SELLING** in the Spanish Main was dominated by the black market. The mediators were often Sephardic and Leghorn Jews, refugees of Inquisitions in Spain, Portuguese Brazil, and Italy. Two large Jewish squatter colonies were settled: Tucacas on the northern coast of Venezuela, and Nova Zeelandia on the Pomeroon River in the region of Essequito. These *contrabandistas* were organized into an underworld Jewish syndicate known as the *Santa Irmandad* ("The Holy Brotherhood", card S19). The Spanish settlers of Venezuela needed foodstuffs and European goods, which the Spanish royal monopoly was wholly inadequate to provide. Exporters such as the Caracas Company were obliged to wait for years for overpriced freight space on Spanish merchantmen. Local Spanish governors enriched themselves with payments from the Jewish colonies, even while periodically putting on a show of crushing them using soldiers and Christian Indians. The most common contraband was cacao beans, purchased by the Brotherhood to be processed in Curaçao by Jewish experts who specialized in cacao and vanilla processing. Mule trains carrying cocoa from New Granada and Quito would arrive in Tucacas, sell their produce to the Jews, and purchase textiles and other European goods in return.
- 14 **DEBASED COINS.** Philip III of Spain "solved" his perennial financial crisis by first issuing a moratorium on government debts, then by the massive printing of *vellón* (debased copper coin) in 1608, 1617, and 1621. This allowed the king to pay off debts borrowed in gold with nearly worthless copper. Following Gresham's Law that bad money drives out the good, the kingdom was left with bad money.
- 15 **SPANISH TREASURE FLEETS.** Every year, two fleets of the *flota* embarked from the Spanish ports of Seville or Cádiz. They stopped at the Spanish Canary Islands for provisions for the voyage across the Atlantic. Entering the Caribbean between the Leeward and Windward Islands, they separated. The New Spain fleet sailed to Veracruz to load silver and cochineal, while the *galeones* fleet sailed to Cartagena to load silver from Potosí and quicksilver from Perú. Some ships stopped at Porto Bello for Peruvian goods transported across the isthmus of Panamá by mule. Other ships went to the Pearl Coast to collect the harvest from offshore oyster beds. Both fleets gathered at Havana for the journey back to Spain. The arrival of the Treasure fleet was a time of rejoicing and prosperity for the colonists, especially the merchants, farmers, innkeepers, and porters.
- 16 **CARIBBEAN CURRENT.** The sailing approach to the Caribbean normally follows the trade currents, passing between the Leeward and Windward Islands. This incoming water is forced to flush its way among the islands before funneling into the outlet between Florida and the Bahamas. Combined with winds from the east (more northeasterly in the winter months) that blow against the current, steep waves of short wavelength are formed that can overcome vessels struggling against them. The return to Europe follows the Gulf Stream, which is why the Spanish treasure *flota* first rallied in Havana on the way back.

- d. **Interdiction (F1).** Any time your fleet is in a sea zone (either entering or leaving), you may be interrupted by an opponent who announces "Strike your colors!". This interdicting player must have his fleet in PIRATING and must reveal and Discard the Haven Card for this sea zone. Resolve the Interdiction immediately as a *sea battle* (F2). After the sea battle, disposition the survivors from the two fleets per F1c.
- e. **Ending your sail turn.** If your fleet survives with Treasure, it sails to either EUROPE (F1d) or an island (F6b). If it survives any further Interdictions, unload its Treasure per F6. If it has no Treasure after an Interdiction, teleport it into PIRATING (next bullet). Either way ends your sail turn.

Example D4e. You have 2 Ships in PIRATING. Start your sail by placing them in Barataria Bay. In a land battle, they load Indigenous from Calusa Florida, then load tobacco from Havana. Next they sail to New Providence, Tortuga, Île-à-Vache (via Mona Passage), and Sint Maarten, where one unloads the Slaves at your vacant Colony of St. Kitts. Nobody interdicts you. Finally they exit to EUROPE with a Chest of tobacco.



Entering PIRATING. Draw a Haven Card from the *Haven deck* any time your fleet enters PIRATING. This can be moving from EUROPE (D4a), *Reconnaissance* (D4b), *end of sail* (D4c), *post-interdiction placement* (F1c), *post-battle placement* (F2c), or performing a *Ship* or *Casa de la Contratación* Action (🏴‍☠️ 📜 Rosetta Stone). This also includes adding a new Ship to PIRATING by an *Armada* or a *Letter of Marque* Action (D3c).

- **Draw 1 Haven Card** regardless of the size of your fleet. The deck should be shuffled before drawing.
- **Exhausted Haven deck.** If there are no cards to draw, instead draw a card (unseen) from the Hand of any other player.
- **Limitations.** You cannot enter PIRATING if carrying Cargo. Nor can you dump Treasure overboard.

Example D4. Continuing from example D3, player purple has no Ships, but offers \$2 to player blue to deliver Slave Labor to his vacant Colony of St. Domingo. So blue starts his PLUNDER Ship in Port Royal, enslaves and loads an Indigenous from Accompong, and unloads the Meeple at St. Domingo, and teleports to PIRATING. Player red smuggles the Treasure from Havana, but is Interdicted and sunk by blue while leaving Barataria Bay. The blue pirate sails successfully to EUROPE and as a PLUNDER gains \$4 for the stolen Chest. The Parrot advances to 1614.

Easily missed!

Your fleet always stays together!



Example D. In 1599 (the first auction year), as player red you spend all your cash to buy a Quaker Colony Card with a lot of beautiful Actions. In 1600, you decide not to play it since its 🏴‍☠️ Nudge won't leave you with a job. So you instead play your Haven Card for its *Peninsular Marriage* 🏴‍☠️ (see illustration), which moves you to the lowermost rung in the missionary Profession. You keep the Quakers when Discarding down to your Hand Limit. Unfortunately, on his play turn, player blue steals your job via *Sword Fight* ⚔️.

In 1603, penniless and without a job, you perform *Debauchery* (not exactly Quaker behavior). But in 1604, you play the Quakers and Nudge into missionary. *Amsterdam Entrepôt* allows you to play 3 Actions: Disk 🎲, Bible 📖, and Literacy 📖. Godspeed!

A church wedding

Marrying a preacher's daughter with a honeymoon in Tortuga.



Part E ☆ COLONIES & MISSIONS

A **Colony** is a disk token placed at a Colony Site (either Spanish or Squatter) on the map.¹⁷ A Colony without a Meeple is called a **vacant Colony**. A **Mission** is a Bible located at a Tribal Site on the map that contains an Indigenous Meeple (E4a) The Bible starts on the map as a *Visita*, but can be upgraded into a *Cathedral* which is periodically refreshed with a Citizen Meeple per E4b.

Tip: Founding Colonies improves Sway, and establishing Missions improves Reach. Sway both helps build up a large Hand and also gives each card played from the Hand more punch. Spain starts with a huge Sway advantage. Once you get a job, Reach helps build up your finances and inventory by using Professional Draw.

E1. FOUNDING A COLONY

To **found** a Colony, during your play turn choose the Disk Action ● found on any Colony Card and place a disk from the top of your sway column to a vacant Colony Site on the map.¹⁸

a. **Spanish vs. Squatter.** The Spanish (player purple) may only found a Colony on a vacant Spanish Site. A non-spanish player may only found a Colony at a Squatter Site.¹⁹

b. **Fortify.** The Disk Action ● may alternatively be used to add a *fort* ☆ to one of your unfortified Colonies. See E5b.



E2. LABOR ACQUISITION (GOODS YEAR)

A Meeple on a Colony is called **Labor**, and a Colony without Labor is a **vacant Colony**. During the *goods year* (D1c), each vacant Colony will attempt to acquire Labor. If it fails, it is Discarded along with any forts or Treasure.²⁰ If there are multiple sources of Labor, the Colony owner chooses which source in the same *land zone* (B1e) to take the Meeple from. Multiple Colonies in the same land zone choose Labor in Player Order. During the goods year, a vacant Colony can acquire Labor either by *kidnapping* from Tribes or Visitas, or *employing* from Cathedrals:²¹

- a. **Kidnapping Slave Labor.** If there is an Indigenous on a Tribal Site or Visita in the same land zone as your vacant Colony, you may **kidnap** that Indigenous during D1c. Move it to your vacant Colony as a Slave. You must do so if there is no other source of Labor in the land zone.
 - **Rebellion.** Kidnapping is not allowed if the land zone is *rebellious* (E6b).
 - **Kidnapping** is not a *land battle* (E5), and success is automatic.
 - **Missionary martyrdom.** If an Indigenous is kidnapped from a Visita, Discard its Bible to the owner's reach column.

Example E2a. During the *goods year* (D1c), the Spanish Colony automatically kidnaps the Indigenous at the Dutch Visita, since no other Labor is available. This discards the Bible to the Dutch Reach.



- b. **Employment Labor.** If there is a Cathedral with a Citizen in the same land zone as your vacant Colony, and you have \$1 to pay as salary, you may employ that Citizen by paying the salary and moving it to your vacant Colony. You must do so if there is no other source of Labor in the land zone.
 - **Employment salary.** Pay the Citizen owner \$1 (which is non-negotiable and can't be refused). If you own both the Colony and the Citizen, or if the Citizen owner is not in the game, pay the Pool \$1. The Cathedral remains vacant until refreshed by *Cathedral refresh* (D1b).
- c. **Automatic Spanish Labor Acquisition.** If player purple is not in the game (C3a), a vacant Spanish Colony will nevertheless automatically acquire Labor with priority over all other players, choosing in this order (dependent upon Labor availability): *kidnap* (E2a, favoring Visitas in Player Order), and *cathedral employment* (E2b, in Player Order).
 - **Employment salary.** Automatic employment is paid \$1 from the Pool.
 - **Labor from Ships.** Labor can be added to a vacant Spanish Colony during the sail year per E3b.

17 COLONY is a settlement established on a foreign shore. It can be of any culture, not necessarily European. In southern Greenland, for instance, although the first known colonies were European (Viking), they were soon followed by Thule-Inuit colonies. The Caribbean archipelago was no stranger to hostile colonization. Over the course of the 200 years before the arrival of Christopher Columbus in 1492, the Ciguayo and Guanahatabey hunter-gatherers and their language had been extinguished by Taino farmers, who were in turn decimated by the aggressive Caribs in warfare, extermination, and slavery. As late as 1640, Cacique Kayerman (card M07), an Island Carib, was arrested for leading a slave raid on a neighboring island, against a tribe that the French had a treaty with. —Eric Roulet, *La Compagnie des îles de l'Amérique*. (1635-1651), 2022.

18 FOUNDING A COLONY. Anyone who could ship fifty persons to a predetermined territory within four years could claim the title of *patroon*, according to the 1629 "Freedoms and Exemptions" of the Dutch West India Company (WIC). Dutch businessmen such as Abraham van Peere founded colonies that remained private property until 1714. Private "boom towns" also sprung up extralegally due to economic opportunism. Logwood, which produces a blood red dye required for Europe's emerging textile industry, largely came from the Spanish Mosquito Coast, which by the 1630's was privately settled by a combination of Puritans from the failed settlement at Old Providence and pirates from Roatán Island. These "Baymen", as the loggers called themselves, were led by Peter "Belize" Wallace, and eventually these lands were ceded to the British crown to become the English-speaking nation of Belize.

19 SQUATTERS. Beginning in the 17th century, the colonial rivals of Spain seized Caribbean islands as naval bases and entrepôts. The English acquired small islands like St Kitts in 1624; expelled in 1629, they returned in 1639 and seized Jamaica in 1655. French pirates established themselves in Saint-Domingue in 1625, were expelled, only to return later. The Dutch occupied Curaçao in 1634. None of this significantly affected the Spanish treasure *flota*.

20 THE FAILED DARIEN SCHEME. The *Pavillon de la Compagnie des Indes Orientales d'Ecosse* (Company of Scotland) was the brainchild of William Paterson, a wealthy West Indies merchant and banker. His idea was for ordinary Scottish folk to invest, or send their sons and daughters, to a new colony in Darién. He reasoned that an entrepôt on the Panamanian isthmus linking the Pacific and Atlantic oceans would become a major center for trade. The scheme was met by such enthusiasm that £500,000 was raised in Scotland, about half the national reserves! Promised funding from the English Parliament was withdrawn at the last minute, as a result of lobbying by the East India Company, which feared for its trading monopoly to the Philippines. Nevertheless, a fleet of five ships carrying 1200 Scottish settlers debarked in 1698 with great fanfare, followed by a similar fleet the following year. The colony of New Edinburgh was founded, but since it was on swampy land, soon a third of the settlers were dying of malaria and yellow fever. The Indians, although friendly, were not interested in their trinkets, but did supply food when the survivors started to starve. A Spanish attack was repulsed by emaciated Highlanders. But when Paterson's wife took ill and died, his spirit died as well, and New Edinburgh was abandoned. Out of the 16 ships that left Scotland, only one returned, with a mere handful of survivors. The Darién scheme had bankrupted Scotland, and had soured her forever from colonial adventures.

21 CARIBBEAN LABOR SHORTAGE. The demands of labor on the frontier is explored in many of my games, including *Greenland*, *Pax Porfiriana*, *Bios:Origins*, *Pax Emancipation*, and, of course, *High Frontier*. But the labor shortage was a perfect storm in the Caribbean, due to the ravages of diseases. Despite the crisis, slavery was the worst possible choice on both pragmatic and moral grounds. Slaves are motivated to do as little as possible, if not outright sabotage or revolt. Moreover, the slavers are themselves unsustainable parasites, and whatever gains they achieve with whips and chains comes out to less than what they would have yielded by honest employment, especially where innovation and ingenuity is at a premium. The *repartimiento* system in which the Amerinds were paid a pittance was forced labor and thus still slavery. Many Spanish colonials circumvented the *repartimiento* with illegal kidnapping, checked only by running out of victims to enslave. The 16th century was marred by violent religious wars, but nowhere was oppression worse than in the lovely Caribbean.

E3. LABOR ACQUISITION (PLAY & SAIL YEARS)

There are 2 other ways that a vacant Colony may acquire Labor: either by a Slave Trade Action during the play year, or by a loading and unloading a Galleon during the sail year:

- Slave Trade Action.**²² Adds an Indigenous from the Pool to a vacant Colony, see Rosetta Stone.
- Labor from Ships.** A Galleon may *load* a Meeple (F3), and then sail to unload it at a vacant Colony.

Example E3b. During your sail, your Galleon enslaves the Calusa kingdom in Florida and moves it to the vacant Colony at St. Domingue, to become Slave Labor. By Negotiation, the Colony owner pays you \$3 for this (illicit) transaction.

E4. ESTABLISHING & DEVELOPING A MISSION

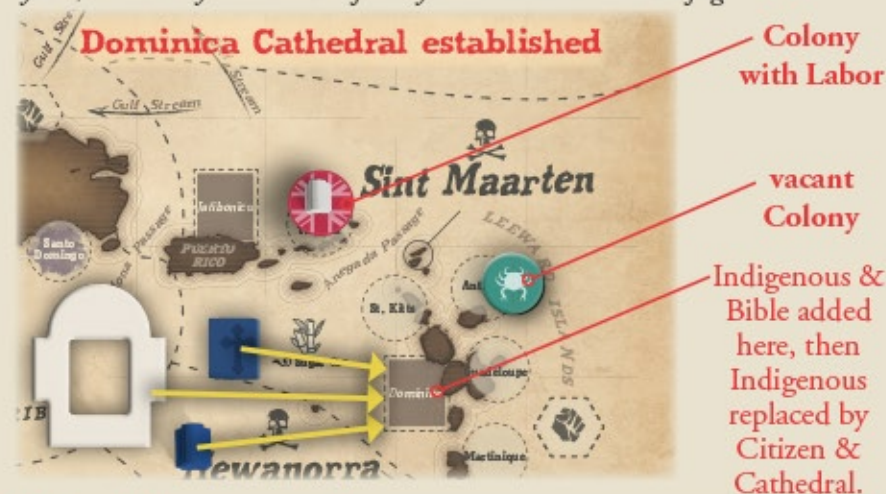
By choosing the Bible Action found on each Mission Card, you place a Bible from the top of your reach column to any Tribal Site that has an Indigenous. If there are no remaining Indigenous at Tribal Sites, you can't establish a Mission. A Mission has 2 stages of development: *Visita* (Bible at a Tribal Site with an Indigenous) and *Cathedral* (Bible at a Tribal Site with a Cathedral token):

- Visita.**²³ This is a Bible placed by choosing a Bible Action. It is placed at a Tribal Site occupied by an Indigenous Meeple. Place the Meeple on the Bible.
- Cathedral.** A Visita is upgraded by choosing a Literacy Action²⁴, which places the Cathedral token and exchanges the Indigenous with a Meeple of the Bible's color, called a **Citizen**.²⁵

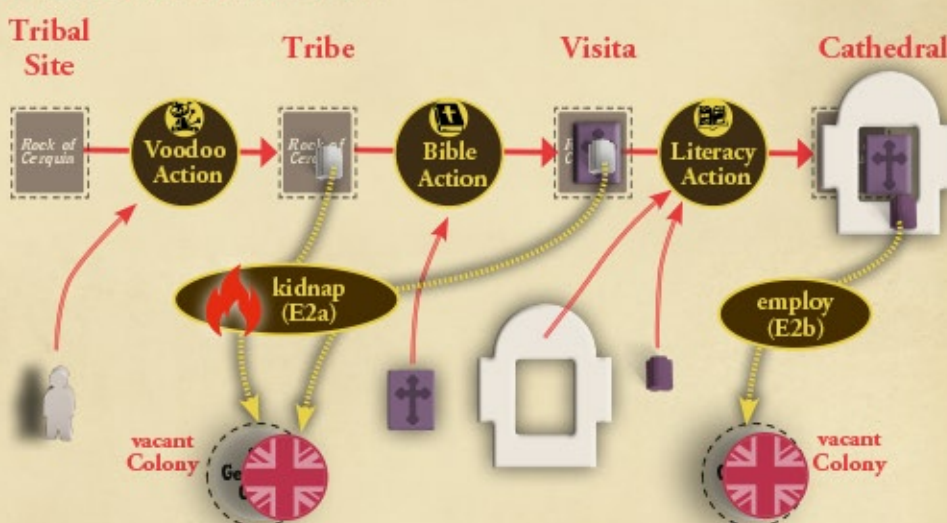
Easily missed!
You cannot establish a Mission without an Indigenous to proselytize. In the late game, you may need a Voodoo or slave liberate (E5f) to generate more natives.

Easily missed!
Literacy can only be used to teach natives in a Visita and not at a Rebel Site or a Colony, because slave-owners are hostile to the education of Slaves.

Example E4. On your play turn, you play a Mission Card and use its Voodoo Action to populate the Tribal Site of Dominica, and then its Bible Action to start a Visita at Dominica. Then you play another card with Literacy to upgrade the Visita into a Cathedral. During the goods year, your opponent has a vacant Colony in the Sint Maarten sea zone, and with no other Labor available in the Leeward Islands, he must pay you \$1 to hire your Citizen from your Cathedral as a Refugee.



Mission Advancement



²² TRANSATLANTIC SLAVE TRADE. Until the Enlightenment, slavery has always been a dominant feature of human societies, wherever strong neighbors bordered weak ones. This includes Eurasia, Africa, Oceania, and throughout the New World. But the development of large ocean-going vessels by Europeans and Ottomans elevated this tradition to an unprecedented level. Under the *asiento* monopoly, a Spanish permit system, the first enslaved Africans were brought to the Spanish Main early in the 17th century. Until 1640, the *asiento* was held by Portuguese shippers who controlled the slave ports of Angola. Laws designed to protect the treasure *flotas* kept slave importations low, with Cartagena and San Juan de Ulúa being the only authorized slave ports. Some British mariners like Jim Hawkins trafficked slaves to Spanish colonies in defiance of the *asiento*. He was accompanied on these voyages by his firebrand nephew Francis Drake. In the 1630's, British and French colonies in Barbados, Antigua, Martinique and Guadeloupe switched to slavery as their economies converted from tobacco to sugar production. Most of these slaves came from the Dutch slave market in Curaçao. The first British slave trade company, the Royal African Adventurers, was a royal monopoly chartered in 1660 by the reestablished house of Stuart. A government bureaucracy with some private funding, it used the Navy to seize any British rivals engaged in the slave trade. By the end of the 17th century, 80% of the Caribbean population had their roots in Africa.

²³ THE MONOTHEISTIC BLITZKRIEG. Eusebio Kino, a Tyrolean Jesuit and abolitionist, arrived in the Pimeria Alta in 1692, and established Mission San Xavier del Bac only 3 kilometers and 3 centuries distant from my house in Tucson, Arizona. As a student, I wondered at the temerity of a priest who enters a tribe, several weeks ride from the nearest Spanish settlement, with no more authority than a cross, pack animals, and some servants. After learning the Tohono O'Odham language, Padre Kino brazenly preached that their traditional polytheism was false, and soon a church was erected "with great enthusiasm". San Xavier del Bac was just one of the two dozen missions he founded on the frontier. How and why were the Amerinds so easily persuaded to jettison their pantheon of personal gods so easily in favor of a monotheistic god? Belief in a single supreme god invariably comes with an acceptance of an outside authority who admonishes and advises. Previously, under polytheism, such admonishments and advices came largely from a pantheon of hallucinated personal gods, according to the psychologist Julian Jaynes. The quiet overthrow of personal gods swept the Roman Empire, spreading to European cultures from the Celts to the Vikings, and then all of the lands dominated by Mohammad, and then to the kingdoms of Africa and Asia. There is little evidence of "forced conversions", the horrid tactic so common between two species of monotheists. The pagans seemed to accept monotheism by the power of suggestion alone, for reasons not entirely clear. But by the 18th century, nearly 100% of the inhabitants of New Spain were Christian, both immigrants and aboriginals. "They (the Indians) are frightened by the torment of hell. Enticed by the joys of paradise, they open their eyes to the light of truth . . . We have baptized more than ninety." -Father Jean de Brébeuf SJ in 17th century New France.

²⁴ LITERACY. The greatest unsung gift that the missionaries offered the natives was the ability to read and write. Other than the logograms used by the Yucatec Maya elite, no Precolumbian Amerinds of the Spanish Main had developed writing and thus needed to be taught how to write their language in the Latin script by missionary linguists such as Raymond Breton (card M20). By the 17th century even the Maya had abandoned their native writing and were writing their books, such as the Chilam Balam, in the Mayan language using Latin script. Many slave owners, perhaps reading the writing on the wall, were hostile to preachers who would teach their slaves to read the Bible. Literacy is one of the greatest military secrets of all time, and despite the advances made in ancient Egypt, by then forgotten, Africa had no systems of writing of its own. When abolitionist missionaries such as Dr. David Livingstone taught the Africans to read and write, the seeds were sown for their emancipation from slaving cultures such as the Bantu, whose African wanderings began in 2000 BCE. Back in the Caribbean, the Haitian leader Louverture, a leader in the first ever slave revolt to found a new nation (1791-1804), was trained to read and write by missionaries. This success spawned other unsuccessful revolts, such as in Curaçao led by the self-liberated slave Tula (1795).


²⁵ INDIGENOUS CITIZENS. "The descendants of the French who are accustomed to this country [New France], together with all the Indians who will be brought to the knowledge of the faith and will profess it, shall be deemed and renowned natural Frenchmen, and as such may come to live in France when they want, and acquire, donate, and succeed and accept donations and legacies, just as true French subjects, without being required to take letters of declaration of naturalization." -Ordonnance issued by Louis XIII under the guidance of Cardinal Richelieu (player blue), 1627.

E5. ATTACKS & LAND BATTLES

During your sail turn, your fleet of one or more Ships may announce a **land battle** upon a Site in its *sea zone* (B2b), subject to *limitations* (E5a). The **target** can be a Tribal, Mission, Colony, or Rebel Site, as limited by the fleet's Legality (see Legality Table). If the target is a Tribal Site or Visita, the land battle is an **enslave**, otherwise it is an **attack** (targeting Rebels, Colonies, or Cathedrals). The target will be either defended or **supported** by all tokens of Strength in the same *land zone*. Your attacking fleet needs a greater Strength to win a land battle, otherwise your fleet will lose a Galleon. Follow this sequence to resolve a land battle:

- Target Limitations.** Choose a single occupied Site that is at least partly in your sea zone as the **target**.
 - No Strawman Rule.** You may never attack any Site that contains a token of your color even if it is in a rebellious land zone. This includes your *Friendly Ports* and your *Refugees* (E5b). See the Legality Table.
 - Legality Table.** The first row of this table, shown on the Rosetta Stone, lists the 4 Legalties and when each is allowed to initiate a land battle.
 - Attack limit.** You may not initiate more land battles (counting both enslave and attacks) than the number of Galleons in your fleet at the start of your sail turn.
 - Visitas.** You cannot attack a *Visita* (E4a) unless you are enslaving the Indigenous and there is a vacant Colony to bring the Indigenous to.

Easily missed!
The number of land battles a fleet can initiate each sail year is limited to the number of Ships in the fleet.

Example E5a. It's 1620, during the 30-Years' War. On your play turn, you play the *Casa de la Contratación Action* , which moves your entire fleet to PIRATING and draws a Haven. In 1621, you decide to sail (although the Omen is the hurricane season, there is no danger since nobody else is in PIRATING). Your 3-Ship fleet has a PRIVATEER Flagship, which gives you an attack limit of 3. Because you pursue an Abolition victory, you attack 3 enemy Colonies with Slave Labor, and liberate each of the Slaves to the nearest vacant Tribal Site. All 3 Colonies are Sacked. Finally you decide to end your sail by placing your fleet into PIRATING.

Token Strengths

Total Spanish Strength = 2.

Citizen (Refugee) (Strength = 1)

Visita (Strength = 0)

Cathedral (Strength = 0)

Colony (Strength = 1)

Fort (Strength = 1 only if targeted)



Example E5e. The British attack the Spanish Cathedral in Honduras. They have a Strength = 3, and the Spanish defend with a Strength = 2. The Cathedral is Sacked.

Colony (Strength = 1)

Galleon (Strength = 1)



Rebel (Strength = 1, automatic support of fleet unless targeted)

Total English Strength = 3.

Tip:




If Spain isn't in the game, her Colonies help your defense.

- Fleet & Target Strength.** The fleet will win the land battle if it has a greater Strength in the land zone (including **supports**) compared to the target Strength (including supports). Calculate the Strengths of the fleet and the target in the land zone by counting all tokens of a player color (except non-french Bibles):

- Strength = 1:** Rebels (Slave or Tax), Colonies, Citizens, & Galleons.
- Fort** gives its Colony 1 extra Strength if attacked as the target. 
- Refugee.** This is a Citizen that has a color different from its Colony or Mission. If a Colony or Mission with a Refugee is attacked, all Strengths of the Refugee's color in the land zone must support the target. A Refugee that is not under attack supports as its owner chooses, and, if it is a color not in the game, supports the target.
- Transported Citizen.** A Citizen carried as Cargo has a Strength = 0 and has no utility in a land or sea battle.²⁶ 


- Allies & Battle Cards** (B8). Other players with Strengths present in the land zone of the target each use a Battle Card and simultaneously reveal if they support the fleet or the target (this tactic is centered in the Battle Card, see B8a). This choice may be (briefly) negotiated before the battle (G1c), but is not binding. Staying neutral is not allowed; all colors decide to side with the fleet or the target.


Example E5c. You announce an attack upon a Rebel Site which is in a land zone with a Spanish Colony. Player purple announces if he will support your fleet or the Rebels. If the land zone also contains a Dutch Colony, then players purple and orange use Battle Cards to indicate their support.

- Automatic supports.** The owner of a non-targeted token decides who to support in the land zone.
 - Targets.** All tokens in a targeted Site support the target, without exception.
 - Rebels**   support the fleet, unless they are the target.
 - Indigenous** are Strength = 0 and cannot support. 
 - Non-player tokens** always support the target!
 - Tokens** that are not Rebels or the target will support as per their owner's choice. If their color is not in the game, they support the target.
- Determining the Winner.** Reveal all Battle Cards, then calculate final Strengths including allies. The greater Strength wins. If tied, the target wins!


f. **Fleet Victorious.** If the fleet has the greater Strength, the following occurs to the target:


- **Steal Treasure.** If it has Treasure and there is a Galleon with Cargo space, load it into the Galleon. Otherwise the Treasure is Discarded.

- **Sack the Site** . The disk of a Sacked unfortified Colony is Discarded to its owner's Sway. The Bible of a Sacked Mission is Discarded to its owner's Reach.

- **Fortified Colony.** If a fortified Colony is Sacked, its *fort*  is Discarded and its Treasure is loaded into the attacking fleet, but it does not lose its Labor.

- **Fate of Rebels.** If a Rebel is defeated, Discard it to the Pool (regardless if it is a Slave or Tax Rebel).

- **Fate of a Citizen (including Refugees).** Discard the Citizen into the owner's Reserves. This generates a Tax Rebel  unless the owner pays a Ransom of \$1 to the attacker. If the Citizen is not owned by any player (e.g. Refugee), pay the Ransom from the Pool.

- **Fate of Indigenous.** The attacker chooses it to be either *liberated* (fleeing to the nearest vacant Tribal Site, as measured by a ruler), *take up arms* (which Discards it to create a Slave Rebel  per the next bullet), *kidnapped* to a vacant Colony in that land zone, or *loaded into a Ship* with Cargo space and a vacant Colony it can be delivered to. An Indigenous cannot be killed.

- **Rebellious spread.** If a Slave or Tax Rebel is generated,²⁷ a Rebel must go into the Rebel Site of that land zone, if it is vacant. If not vacant, the Rebel goes into any vacant Rebel Site chosen by the Colony owner (if it's a Slave Rebel) or the Citizen owner (if it's a Citizen).²⁸ If no vacant Rebel Sites remain on the map, flip an existing Rebel to its other side.

Easily missed!
Galleons cannot be assigned to protect Colonies or Missions.


Easily missed!
A fleet may attack a fortified Colony twice to destroy it.

Easily missed!
Winning a land battle means Sacking (destroying) the target's Colony or Mission.

g. **Target Victorious.** Discard one Galleon token (of the victim's choice) along with the card in the Flagship slot (B4j). If there is excess Cargo, Discard it.

Piet Hein, commanding a fleet of the Dutch WIC, succeeds in his secret mission to capture the 1628 treasure fleet.



Example E5. Española is in revolt, and there are five groups of tokens there. At Santo Domingo, player purple has a Spanish Colony with an orange Refugee. At St. Domingue, player red has just suffered a Slave Revolt , so his fortified Colony is vacant. Player blue has an occupied Cathedral at Port-de-Paix. Finally, player orange has a vacant Cathedral at Bahoruco.

During purple's sail year, he sails his 3 Ship fleet to target the rebellious ex-slaves. Player red, whose slaves rebelled at the St. Domingue Colony, agrees to support him in this land battle (G1a). Player purple has a Strength of 3 for his Ships plus 1 for his Colony. Players red, blue, and orange choose and reveal their Battle cards, and all side with the Rebels! The ex-slaves have a combined defense Strength of 1 for the Slave Rebel plus 1 for the blue Citizen, 1 for the blue Bible (because of the Jesuit national ability), 1 for the red fortified Colony, and 1 for the orange Refugee. Their Strength of 5 beats the total fleet Strength of 4. The defenders rejoice at the loss of the Spanish Flagship.








26 **AMPHIBIOUS ASSAULT.** Sailing under Cromwell's Western Design in 1655, a fleet of 16 warships and 17 transports with 10,000 troops stopped to load additional volunteers, mustered from among the indentured servants and freemen from the colonies of Barbados, Montserrat, Nevis, and St. Kitts. These 3500 volunteers proved little more than rabble and were easily defeated by a few hundred Spanish defenders at the port of Santo Domingo. Although the British were able to surprise and capture Jamaica the following month, my takeaway is that untrained local militia were useful in defense, but not in amphibious assaults.

27 **NATIVE ALLIES** were sought the moment non-spanish colonists landed, since they had the most to fear from the Spanish. Often there were native wars, and the colonists gained friends and enemies by joining one side or the other. The Jesuits armed natives against Protestant Colonists. At the English colonies in Jamestown and Massachusetts Bay, the native alliances forged were still decisive during the French and Indian War.

28 **UNDERGROUND RAILROAD.** Slaves fleeing brutal servitude usually formed illegal settlements called *palenques* not far into the wilderness from the colonies they fled from. Like every other maker in the Main, they survived on illicit trade, both with colonists and smugglers. And were under constant threat of attacks by the government, or slavers both private and public. If there had been slave sanctuaries in the Main, like *quilombos* or Jesuit reductions, underground railroads would have quickly formed to those sanctuaries. The distances involved are comparable to the later underground railroad in the USA, with the obvious difference that the fugitives must cross water rather than land.


E6. REBELS & REBELLIONS

Each land zone has 1 *Rebel Site* (B1d) which can be occupied by 1 **Rebel**, either on its Slave Rebel or Tax Rebel side.²⁹ A Rebel on its Slave Rebel side  is placed after a *Slave Revolt*³⁰ (see Rosetta Stone), or can be placed if a target with Indigenous loses a *land battle* (E5f). A Rebel on its Tax Rebel side  is placed after a *Tax Revolt*  (replaces your Citizen) or (sometimes) a *Tax Action*  (see Rosetta Stone).³¹ A Rebel can also be generated if a Citizen Meeple is lost in a land or sea battle, see E5g (land) or F2d (sea) for details.

- Rebel & Strength.** Place the Rebel token on its Slave or Tax Rebel side. Only one Rebel can occupy a Rebel Site.
- Rebellious zone.** A *land zone* (B1e) with a Rebel is **rebellious**. This has 4 effects:
 - Kidnapping** (E2a) is not allowed at a rebellious land zone.
 - Cancels Friendly Ports** (F4). A Colony in a rebellious land zone is never a Friendly Port (but still produce Treasure).
 - Token victory** (G3a). Tokens in a rebellious land zone do not count towards *token victory*.
 - Tea Party victory** (G3b). Tax Rebels  count towards this victory.
- Land battle supports.** A Rebel (Slave or Tax) will automatically support any attacking fleet that does not target them (E5d).
- End of Rebellion.** A land zone is no longer rebellious if its Rebel is defeated and Discarded per E5f.³²

Easily missed!

*Rebels, even Slave Rebels, will support the fleet during **enslave**. Spanish Colonies support the target if player purple is not in the game (C3a).*

Example E6. Player green plays 2 *Slave Revolts*  against your Spanish Colonies of Porto Bello and Cartagena. This removes their Slaves to create Slave Rebels at both Panamá and Nueva Granada, as shown below.

On your sail turn, you move your Galleon to Sack New Edinburgh in Panamá, supported by the Slave Rebel. You liberate the New Edinburgh Slave which escapes to Ronconcholon.

On his sail turn, player green has a 2 Ship fleet which first kills the Rebel at Nueva Granada. His fleet then sails to Sack Porto Bello (supported by the Rebels, he has Strength 3 versus 1). He is not allowed to make more attacks than he has Galleons, so he teleports to PIRATING.



The ex-slave Gaspar Yanga established San Lorenzo de los Negros in Veracruz. He held off a Spanish attack in 1609, and signed a historic peace treaty in 1618.



Slave Rebel



Tax Rebel



²⁹ ENLIGHTENMENT-INSPIRED REBELS. The Enlightenment is the exciting discovery that there exist universal laws of science and morality. This premise was suggested by Galileo in his defense of Copernican heliocentrism (1613), but thanks to the Inquisition did not gain traction until Isaac Newton's *Principia Mathematica* was published (1687). This was closely followed by John Locke's *Second Treatise* (1689), published anonymously due in part to its inflammatory attacks on slavery based upon the universal law that "all men are created equal". When slaves, educated to read and write by missionaries, perceived the logical foundation of such revolutionary ideas, they agitated for freedom. I have chosen to start the Enlightenment with the advent sermon of 1511 (footnote 52), with the game effect of making the Caribbean into a powder keg two centuries early. However, contagious ideas can launch an Age of Mysticism rather than an Age of Reason. Cults with rituals said to make their participants bulletproof blossomed under Maroon leader Queen Nanny (card M12) and were still believed during the final armed Amerind insurrection at Wounded Knee (1891).

³⁰ SLAVE REVOLTS. The Spanish New Laws prohibiting the enslavement of Indians were enacted by efforts of the missionary activist Las Casas (player purple) in 1542. However, escaped African slaves and maroons had no legal protection whatsoever. Late in his life, Las Casas advocated for a general abolition of slavery, on the grounds that enslavement is a mortal sin. Las Casas' moral arguments did not gain traction until among reformist religious and private activists in England two centuries later. The largest slave revolt since Spartacus fought the Roman Empire was the Haitian Revolution (1791-1804). The slaves of French Saint-Domingue successfully fought for independence under leaders such as Toussaint Louverture, an ex-slave trained by missionaries in Enlightenment philosophy. Although the regime of the new nation of Haiti made slavery illegal, it unfortunately permitted genocide, caste system, restavek, and other forms of enslavement.


³¹ DUTCH REVOLUTION against Habsburg Spain. "What a crazy idea: There were almost no people in Holland, just a bunch of merchants with no unified church or state, no powerful aristocracy, no serious military and few natural resources. This 'undigested vomit of the sea' (as an English satirist called Holland) was up against the mightiest empire on the planet. And yet it brought Spain to its knees... The Dutch experience proved that wealth does not come from land and resources, but from trade, finance and innovation. These did not require state control, but private property, free trade and toleration. That was the key: While the quantity of land and resources is fixed, there is no limit to human ingenuity." —Johan Norberg, *Discourse, where ideas meet*, 2023.

³² SALT TAX REVOLT. The Royal Decree of 1631 announced that salt was now a royal monopoly and imposed a 44% tax increase raising the price of salt. The Spanish province of Biscay revolted, and the riots spread until the protesters were put to the sword in 1634.

Part F SHIPS & FLEETS

A **Galleon** is a sailing ship token³³ of your color normally stored either in EUROPE or PIRATING on the map. A **fleet** is multiple Galleons. Each Galleon is represented by a Ship Card on your Playmat.

- Fleet unity.** If you have multiple Galleons, they always sail together and are deployed together. If you add a new Galleon, it must join your fleet, wherever it is (EUROPE or PIRATING).
- Fleet correspondence rule.** The number of Ship Cards in your *Ship Slot* (B4g) must always equal the number of your Galleons on the map.

Example Fb. By choosing a Ship Action , you anchor a Ship Card into your Playmat. Your fleet is in EUROPE, so you add the Galleon to join them there.

F1. INTERDICTION & POST-INTERDICTION

If an opponent's fleet starts, enters, or exits a *sea zone* (B2b) matching a Haven Card in your Hand, you may interrupt its sail by revealing your Haven (which you will Discard) and announcing "Strike your colors!"

This is a call for *surrender* (F1a), and, if your opponent refuses, a *sea battle* (F2) is fought.³⁴ Then see F1c for what happens to the survivors after the sea battle.

- Surrender tactic (treasure fleet only).** The treasure fleet may announce surrender before any cards are laid on the table in a sea battle. Its Cargo (if it is carrying any Treasure or Meeples) must be seized, and the pirates may only sink individual Ships with a Legality of PLUNDER.³⁵ The surviving treasure fleet is moved to PIRATING.

- Negotiations.** Surrender can be *negotiated* (G1b). If no agreement is reached, a sea battle is fought.

- Multiple Interdictions.** There is no limit to how many times per sail year a fleet can Interdict, but each one Discards its Haven Card. You may only Interdict while your fleet is in PIRATING.

- Post-Interdiction.** After the sea battle, surviving fleets are either placed into PIRATING, or sailed on the map to EUROPE. If a fleet chose the Surrender tactic, it must go into PIRATING.

Easily missed!

A fleet of any Legality can Interdict.

Easily missed!

If Discarding a Haven Card, shuffle it into the Haven deck (see glossary).

- Neither fleet has Treasure.** The phasing player continues its sail, and the other fleet goes PIRATING.

- Phasing fleet has Treasure.** If the player whose turn it is has Treasure, it continues its sail. The other fleet goes PIRATING.

- Non-phasing fleet has Treasure.** If a fleet obtained Treasure outside its sail turn (because it successfully Interdicted), it must attempt to sail to EUROPE to *unload* the Treasure (F6) without initiating land battles or loading more Cargo. It is subject to Interdiction. It can still take its sail turn if it occurs after the phasing player's sail turn.³⁶ The other fleet goes PIRATING.

- Going PIRATING.** A surviving fleet that goes PIRATING draws a Haven Card per D4d. It is able to Discard more Haven Cards to Interdict again, but cannot Interdict a fleet it just Interdicted until it has sailed at least one sea zone.

Example F1. The Spanish CONQUISTADOR fleet enters the map with 2 Galleons in Roatán, where there are 2 Colonies with indigo Treasure: your Colony at St. George's Caye, and the Spanish port of Trujillo. Player purple first Sacks St. George's Caye to steal its Chest. Then he loads another Chest by Legal Export in his Friendly Port of Trujillo. At this point, you state "strike your colors", revealing your Haven Card "Roatán". Because you are allowed to Interdict the Spanish either when it enters or leaves a sea zone, you could have interdicted as soon as it entered, to save your Colony.



³³ GALLEON. This large three-masted warship was about 30 meters long, with a strongly braced hull, a square rig, and two or more decks. A combination of warship and merchantman, it required four years to build. Developed by Sir John Hawkins for the British, the galleon was adopted by Spain for her treasure *flotas*. The Dutch equivalents were called *pinances* or *whalers*. After 1588, a crisis in the shipbuilding industry of northern Spain caused a downsizing of the design. By the end of the galleon era, the galleon typically carried 20-30 guns and 500 one-ton kegs of cargo, plus 200 sailors, soldiers, officers and ship's boys. About a third of this crew manned the guns, a third operated small arms on the upper deck, and a third sailed the ship. Although powerful, galleons were vulnerable in confined waters, as the Dutch victories at the Battle of Gibraltar (1607) and the Bay of Matanzas (1628, see next footnote) demonstrated. As the science of artillery improved, and sea battles became distant gunnery duels rather than grappling and boarding, the galleon evolved into the "ship of the line", a taller and sleeker warship that abandoned the towering castles fore and aft meant to repel boarders.
—Carla Rahn Phillips, *The Galleon*, 1994.

³⁴ INTERDICTION. In 1628, half the treasure *flota* (6 galleons and 9 merchantmen) was captured off Cuba by a fleet of 31 ships commanded by Piet Hein, vice-admiral of the WIC (card S12). The amount of treasure was 12 million guilders (300,000 doubloons) of silver, gold, spices and dyes, enough to raise the price of silver worldwide and send Spain into bankruptcy. This exploit is immortalized in a ditty that every Dutch school child learns today.
"Now they praise me when I obtained riches without the slightest danger, but before when I risked my life fully they did not even know I existed". —Piet Hein, 1629.

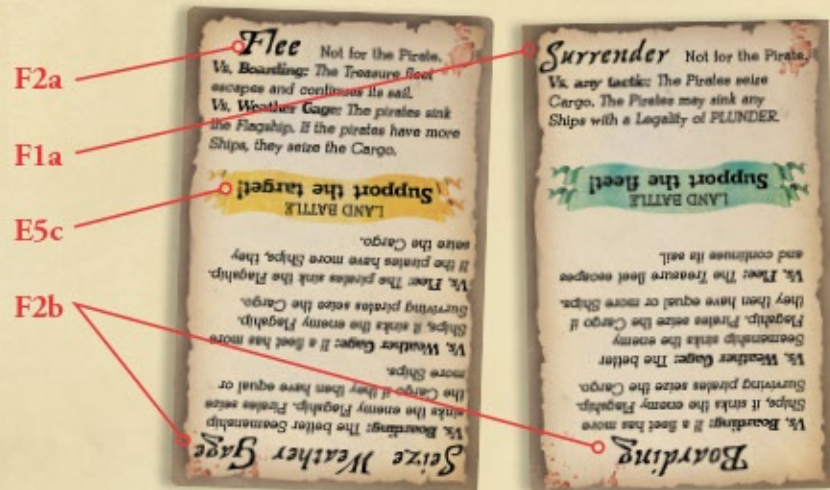
³⁵ NO RESISTANCE. A red flag at the topmast head indicated those that offered no resistance would be spared. The familiar skull and crossbones on black was less common but seems to date from the late seventeenth century.

³⁶ THE RISE OF PIRACY. According to an anonymous Londoner (1726), disputes between merchants and the royal officials over freedom of navigation and contraband trade "occasion[e]d the Rise of the English Pyrates, and laid the Foundation of all the Mischiefs which have happened by their Means". Such disputes between Spanish and English subjects arose throughout the peacetime Spanish Main. In particular, were the predatory activities of Spanish *guardacostas* (coastguards, cards S20 & S21). These were commissioned to suppress contraband trade on Spanish coasts, but were accused of indefensible and violent assaults on British shipping throughout the Caribbean.
—David Wilson, *Peacetime Disputes and the Rise of Piracy*, 2021.

F2. SEA BATTLES

A sea battle can only be initiated by an *Interdiction* (F1) between 2 fleets: the **treasure fleet** (even if it carries no Treasure) and the **pirates** who are interdicting. Place the Galleons of both sides into the *sea zone* (B2b). Land Strengths cannot participate. If the treasure fleet fails to “strike their colors” (i.e. *surrender* per F1a), each fleet secretly chooses one of the 3 other *tactics* (B8b) listed on the 2-sided card (F2a,b), places it on the table covered with their hand, then reveals simultaneously with the chosen tactic oriented up. The instructions on the treasure fleet tactic compared to the pirate tactic explain the results. The battle is now over; see *post-battle deployment* (F1c).

a. **Flee tactic (treasure fleet only).** You escape and continue your sail without *post-interdiction* (F1c), unless your foe seizes the weather gage.



b. **Seize weather gage & boarding tactics.**³⁷ If both sides choose the same tactic, the fleet with the most Ships (if any) sinks the enemy Flagship and surviving pirates (if any) seize the Cargo. But if one side chooses weather gage and the other chooses boarding, the better Seamanship sinks the enemy's Flagship and Pirates seize the Cargo if they now have equal or more Ships. See illustration above.

c. **Seizing Cargo.** If the Battle Card indicates that the pirates seize the Cargo, they take all of it. They load as much Treasure as they have Cargo space for, with the remainder lost at sea. If the Cargo seized includes Meeples, all are dispositioned per the next bullet.

- **Lost at sea.** If both fleets sink, Discard the Cargo as sunken treasure.

d. **Seizing Meeples.** If a Galleon sinks with an Indigenous passenger, or the pirates seize an Indigenous passenger, it is Discarded and generates a Slave Rebel at the vacant Rebel Site of the Pirate's choice.

If a Galleon sinks with a Citizen passenger, or the pirates seize a Citizen passenger, the Citizen is Discarded and its owner either Ransoms it or else it generates a Tax Rebel at the vacant Rebel Site of the pirate's choice. If the Citizen is unowned (e.g. Refugee), pay the Ransom from the Pool. *The Slave or Tax Rebel represents bereaved relatives.*

Easily missed!
An interdicting fleet must immediately dispose of any Meeples that it captures, and cannot transport them elsewhere.

e. **Losing a Ship.** Discard a Galleon to your Reserves and Discard your top Ship Card (the Flagship). If you have multiple survivors, choose one to be the new Flagship. The surviving Galleons carry as much Cargo of the pirate's choice as possible.

- **Fleet Correspondence Rule.** You must always have the same number of Galleons as you have Ship Cards in your *Ship Slot* (B4g).

- **New Flagship.** Choose any surviving Ship Card to be your new Flagship.

Tip: If you have both fewer Ships and inferior Seamanship, always avoid a sea battle (either offer tribute or surrender).

Example F2. The Spanish with 3 Galleons load Treasure in Nueva Granada and Panamá, but are interdicted by a 2-Ship Dutch fleet with superior Seamanship in Old Providence. The Dutch attempt to board, but the Spanish escape by fleeing, resuming their sail. The Spanish load more Treasure in Veracruz, but at Tris Island are intercepted by the same Dutch fleet a second time. This time both choose weather gage, resulting in the loss of the Dutch Flagship. The surviving Dutch pirate seizes one Chest (the other Chests are lost). Without Treasure, the Spanish fleet retires to PIRATING. As the Dutch pirate attempts to sail to EUROPE, the Spanish fleet stops it at Barataria Bay, still with inferior Seamanship.

This time the tactics are weather gage versus boarding, and the Spanish lose their Flagship but successfully seize the Chest. They reach EUROPE unmolested. The Spanish player had planned to add the Treasure to the War Coffers, but that is impossible given his new Flagship is PLUNDER.



Tip: Survival Odds if interdicted!

Assumes the treasure fleet has 2 Ships.

Assumes the tactic choice is random.

- If the pirates have the superior Seamanship, a 3-Ship pirate fleet will grab Treasure and sink a Ship (5/6), a 2-Ship pirate fleet will grab Treasure (5/6) and sink a Ship (4/6), and a single pirate will grab Treasure (2/6) and sink a Ship (2/6) but lose a Ship (2/6).
- If the pirates have the inferior Seamanship, a 3-Ship pirate fleet will grab Treasure and sink a Ship (3/6) but will lose a Ship (2/6), a 2-Ship pirate fleet will grab Treasure (3/6) and sink a Ship (1/6) but lose a Ship (2/6), and a single pirate will sink a Ship (1/6) but will never grab Treasure and lose their Ship (2/6).

³⁷ WEATHER GAGE. To “have the weather gage” is to be windward of your opponent, a position offering the greatest flexibility and advantage in the Age of Sail. The popular seafaring novels of C.S. Forester, Patrick O'Brian, and Alexander Kent often use this term. During the 17th century, warships were evolving from galleons designed to win by grappling and boarding, to ships of the line designed to seize the weather gage and win in a long range artillery duel.

F3. LOAD MEEPLES USING ENSLAVE OR EMIGRATE

A Galleon of any Legality with Cargo space can load a Meeple and deliver it to a **vacant Colony** (that is, a Colony that needs Labor). You can either fight a *land battle* at a Tribal Site or Visita to **enslave** an Indigenous (E5f),³⁸ or peacefully load a Citizen emigrant of your color.

- Enslave the natives** (any Legality). Enslave is a *land battle* (E5) against a Tribal Site or Visita. It is restricted by the *attack limit* (E5a). It cannot be performed unless there is a vacant Colony to bring the Indigenous to.

Example F3a. It is your sail turn, and your vacant Colony needs Labor. You could attack and enslave one of the Indigenous that does not share a land zone with a Spanish Colony, which could defend them. However, you decide that hiring a Spanish Citizen at a Cathedral during the next goods year is the better Labor option: no attrition or Slave Revolts, and it makes your multicultural Colony secure against Spanish attacks.



vacant Colony

Easily missed!
You cannot hire employees from Colonies (because they are already employed).

- Emigrate to the Colonies** (any Legality). Your Galleons may transport Citizens of your color from Cathedrals (but not Colonies). Emigration is not a land battle and is automatically successful. The destination must be any vacant Colony, where it becomes **employed**. The Cathedral remains vacant until *Cathedral refresh* (D1b).

- Employment salary.** If you own the vacant Colony, pay \$1 to the Pool (E2b). If you deliver your Citizen to an opponent's vacant Colony, he cannot refuse and must pay you \$1 in wages (non-negotiable) if he has any dollars. If you deliver to a Spanish Colony and Spain is not in the game, the payment is from the Pool.

Example F3. You move to a Visita and attack it. Your foe is supported by a Colony in the same land zone, but your fleet is stronger with two Galleons and wins. You take the Indigenous as a Slave which Discards the missionary. You deliver the Meeple as Slave Labor to one of your vacant Colonies.



defending Visita & Colony

Easily missed!
If you must pay your own Colony (e.g., a smuggler's bribe) or own Citizen (e.g., employment salary), pay the Pool instead.

Easily missed!
You cannot attack a Visita or load a Meeple onto a Galleon unless a vacant Colony exists. Meeples cannot be taken to EUROPE.

F4. LOADING TREASURE IN A FRIENDLY PORT

During your sail, if starting at or entering a *sea zone* (B2b) containing a Colony with *Treasure* (a Chest and/or Relic), you may **load** it by putting it on top of an empty Galleon. Once loaded, it can only be unloaded in EUROPE, and cannot be jettisoned or unloaded elsewhere (as long as it is afloat). To load Treasure, first determine if the Colony is a Friendly Port:

- Friendly Port.** Each of your Colonies is **Friendly Port** unless it is in a rebellious land zone. Your fleet can load Treasure by Legal Export from your Friendly Ports, regardless of Legality.
- Spanish exception.** A PLUNDER fleet owned by player purple may never use a Spanish Colony as a Friendly Port.
- Loading Relics.** A Relic can be loaded by Legal Export (in a Friendly Port only!), or in any port by smuggling (SMUGGLER) or Sacking (PLUNDER).
- Treasure Map.** An island with buried Treasure is a Friendly Port if you have a treasure map (F6b).



F5. LOADING TREASURE & LEGALITY

If a fleet is at a Friendly Port, see F4a. Otherwise, Treasure is loaded from a Colony depending on the Flagship's *Legality* (B7b): PLUNDER, SMUGGLER, CONQUISTADOR, or PRIVATEER (see Legality Table):

- PLUNDER** This Flagship loads Treasure by winning a *land battle* (E5) with superior Strength. This *Sacks* (Discards) the Colony.

Example F5a. You have a single PLUNDER Ship and wish to load Treasure at your own Port at Barbados in Hewanorra.³⁹ Unfortunately the Windward Islands contain a Tax Rebel, so that Barbados is not a Friendly Port. By the Legality Table, a PLUNDER fleet not in a Friendly Port can load Treasure only by Sacking the Colony. This is not an option, even if you are desperate, because of the "no strawman rule" (E5a).

Your winning option is to first attack the Tax Rebel, using your Colony as a support. Then you can Legal Export from Barbados.



- SMUGGLER** This Flagship loads Treasure by paying a \$1 bribe (that can't be refused) to the player owning the Site (or to the Pool if it is either a Colony of your color, or owned by a player not in the game). Pay separately for a Chest and a Relic.⁴⁰ Smuggling is not a land battle.

³⁸ ENSLAVING THE NATIVES was illegal under the 1542 New Laws, nor could they be harmed or their lands seized. However, an exception was made for tribes identified as at war with the Spanish. Thus the slavers routinely labeled their victims as "Caribs" and thus fair game. Even for non-Caribs, tributes were permitted in exchange for the "privilege" of serfdom. All too often, these tributes were illegally extracted by the implied force of arms, turning this loophole into a shell for forced labor, an outrage persisting until the dawn of the 20th century in places such as Sonora and Yucatán.

³⁹ HEWANORRA. Archaeological evidence and oral tradition indicates that this island was once called 'Touanalao' by its original Arawak colonizers until it was brutally subjugated by Carib colonizers around 800 CE.

⁴⁰ SMUGGLERS, HEROES OR CRIMINALS? Smuggling had wide support in the colonies since it was obvious that the rulers in faraway Europe neither understood nor cared about their needs. A ship's crew risked being beaten by a public mob if they testified against their smuggling employer in court. A captain accepting a duplicitous smuggling commission needed a daring and valued set of skills. He needed the gumption to violate the protectionist Navigation Acts of Spain and other countries, a knowledge of the fluctuating political situation, the diplomatic and language skills needed to bribe corrupt Spanish governors, and false paperwork if challenged. This skill set shaped the mariners' view of themselves as well as their communities' views of them and their business. Smuggling and engaging in the black market is a victimless crime, voluntary and beneficial for both smugglers and consumers. —Carl Herzog, *Sailing Illicit Voyages: Colonial Smuggling Operations between North America and the West Indies, 1714-1776*, 2020.

- c. **CONQUISTADOR** This Flagship can load Chests either by *Legal Export* (i.e. without cost or battles) from Spanish Sites, or by *Sacking* from non-spanish Sites.⁴¹ Legal Export of Relics is limited to *Friendly Ports* (F4c).

Example F5c. The Spanish Colony at Porto Bello and the French Colony at New Edinburgh each have Treasure. As the Dutch, your CONQUISTADOR fleet of 2 Ships loads the Spanish Treasure by Legal Export. Next, you announce an attack targeting the French Colony, and with Spanish support, you Sack it and take its Chest (but not its Relic). As promised, you give Spain half the loot.

Easily missed!
Unless you are Spanish, you cannot Legally Export a Relic from a Spanish Port.



- d. **PRIVATEER** This Flagship will load Treasure either by *Legal Export* from all Sites during Pax, or by *Sacking* during War (B3c).⁴²

Example F5. Your 3 Galleons are under a PRIVATEER Flagship. You load one Treasure from your own port, and two more from Colonies that you Sack. Since it is War, on the way out you Sack an enemy Mission in Florida. You have reached your attack limit, so you sail without incident to EUROPE. As PRIVATEER you must unload all 3 Chests into the War Coffers, and you receive a reward of \$6.

Easily missed!
Treasure at your Colony is not "yours". Only Treasure moved to EUROPE can be added as dollars into your Coffers.

F6. TREASURE UNLOADING & LEGALITY

Once the Treasure reaches EUROPE, use the Legality of the surviving Flagship to determine if the Treasure is yours or the king's (see Legality Table):

- PLUNDER or SMUGGLER.** The Treasure is yours. You gain \$4 for each Chest, placed into your Coffers.⁴³
- CONQUISTADOR or PRIVATEER.** The Treasure is the king's, placed into the War Coffers (or into the Pool if the War Coffers are full). You gain a reward of \$2 for each Chest and then may adjust the value of the *Mercantilism dice* (B5b) by 1 step. Represents your influence over the trade policies of the Spanish Crown.⁴⁴
 - Treasure map.** A treasure fleet may deposit any amount of Treasure on any circled island on the map instead of returning it to EUROPE. This Treasure may be thereafter picked up only by a fleet that discards the corresponding Haven Card. This option is useful if you don't want a Sun King victory, or if you want to return to PIRATING.



Example F6b. Your PRIVATEER returns to EUROPE with 3 Chests, placed into the War Coffers as shown. You gain a \$6 reward. The *Mercantilism* is currently 4, and you decide to adjust it down 1 step to 3.



- Relic.** Regardless of Legality, you have 3 options when unloading a Relic:
 - Your Coffers for \$8.
 - Your Coffers as 1 Relic (counts as a Peerage for victory purposes (G3b,d,e)).
 - War Coffers for 2 Chests.

Relic Value



⁴¹ REGISTROS were non-spanish ships hired to carry treasure in the Spanish West Indies Fleet, nicknamed the *flota*. By 1650, registros typically comprised 17 out of 25 vessels in the *flota*. Normally these mercenaries did what they were paid to do, but in 1663 the registros hired to escort the *flota*, led by the Dutch buccaneer Van Hoom, instead attacked the galleons and seized 6 million pieces of treasure. The *flota* transported goods annually from Seville in Spain, then returning to Seville laden with silver, gold, emeralds, pearls, spices, and dyes from the treasure cities of the Spanish Main. About 80% of this wealth was a thousand tons of silver from two mines: Zapotecas in Mexico and Potosí in Perú (now Bolivia). By 1600 the *flota* had grown to 50 galleons, but by 1650, after debasements crippled Caribbean trade, the *flota* had dwindled to half that. Nevertheless, it would regain prominence during the rule of the Bourbons in the 18th century as one of the most successful commercial operations ever.

⁴² CARAVELS are multi-purpose ships of around 50-113 tons. Of Portuguese origins, finely-lined and shallow-drafted, their lateen-rigging allowed them to sail closer to the wind than any other vessels of the era, although they were often square-rigged on the main mast to take advantage of following winds. Outfitted with a scratch crew of sixteen sailors plus fifty "tuns" (1000 kg casks) of cargo, these ships made effective merchantmen. They boasted two dozen cannons, but had insufficient men to fire them (it took two or three sailors to crew each gun). The same ship with the casks replaced with 100 mariners made an effective privateer. —Chuck Meide, *A Plague of Ships: Spanish Ships and Shipbuilding in the Atlantic Colonies, 16th and 17th Centuries*, 2002.

⁴³ LANDING CARGOS could often be the most arduous element of a smuggling voyage, particularly after the rise in tariffs and enforcement that followed the Seven Years War through the beginning of the American Revolution. But this trade could not have become the lucrative, illicit pursuit that it did without the concurrent advancement in navigational sciences and the development of more maneuverable vessels able to conduct the trade over a wide range of sea conditions and circumstances. In that sense, this is not only a story of the collapse of imperial control over colonial trade, but a tangent to the history of sciences and the enlightenment as it applied to the maritime trades. —Carl Herzog, *Sailing Illicit Voyages: Colonial Smuggling Operations between North America and the West Indies, 1714-1776*, 2020.






⁴⁴ MERCANTILISM UNDER THE SPANISH CROWN. Mercantilism is the centralized control of intercolonial trade so that gold would flow into the king's pockets. It is the opposite of free trade. Essentially everything made in the Spanish Main had to go to Spain, and no Spaniard could sail anywhere without permission from the *Casa de la Contratación*. "Erroneously the king and his advisers believed that the prosperity of a nation rested in its control of bullion; the more gold and silver the galleons brought to Seville, the richer the nation would be. This philosophy overlooked one timeless truth: the wealth of a nation derives from the hard work of its citizens at home, the farmers, the leather workers, the carpenters, the shipbuilders and the weavers at their looms; they create the usable goods which measure whether a nation is prospering or not." —James Michener, *Caribbean*, 1989.

Part G → NEGOTIATIONS & ENDGAME

G1. NEGOTIATIONS

Anytime during the *play year* (D3), or in other years per G1c,d,e, players may exchange dollars in their Coffers, or cards in their Hand (including Haven Cards). Before trading, you not allowed to show cards in your Hand and may lie about them (it's a pirate game!). No Anchored cards may be traded.⁴⁵

- Treachery.** Promises on how a Battle Card will be played in a land or sea battle are never binding. Other promises and deals are binding in the current year only.
- Strike your colors!** If you *Interdict*, you may negotiate either for a *surrender* (F1a) or for cash or promises to avoid the sea battle.
- Tribute (sail year).** Immediately prior to a land battle, the attacker may first ask for a tribute (traditionally \$1 piece or 1 Market or Haven Card, but can be different), which the victim may either pay (no land battle), or refuse to pay (land battle). Non-binding negotiations are also allowed for support (E5b).
- Auction Support (auction year).** Prior to an auction you may conditionally loan money to a player. If as the initiator you have a choice of who wins an auction, you can negotiate between them.
- Peerage Abilities or Actions (any year).** If you have options when you enact these, the options are always negotiable.

Example G1e. You consider performing an  Apostasy Action,⁴⁶ which has the Nudges  and . Your foe has two  Ships and a  Peerage, and so stands to lose your choice of either both his Ships or the Peerage. He offers you two deals: \$4 to choose his Peerage rather than his Ships, or 1 Relic plus a Market Card in his Hand not to perform Apostasy at all.

- Smuggling Fee (sail year).** You may pay the \$1 *bribe* (F5b) for another player, presumably for a cut of the Treasure.
- Hand Cards (play year).** If you receive Hand Cards in negotiation during your play year, you must Discard down to your Hand Limit at the end of that year.

Tip: In a 3-player game that includes Spain, the 2 non-spanish players will need to cooperate by swapping cards to get a mix to make robust Colony-Mission combinations.

Example G1. Player purple puts a potentially game-winning Peerage up for auction. Player blue loans \$4 to player red for purposes of winning the auction for red's auction, in order to stop player purple.

G2. EXTREMIST POSITIONS

You are an **extremist**⁴⁷ if your Figure is in the uppermost (least Loyal), most Righteous (rightmost, see B5e), most Loyal (lowermost), or leftmost space on the Philosophy board. These spaces are labeled *Tea Party* (uppermost), *Abolition* (rightmost), *Sun King* (lowermost), and *El Patron* (leftmost). Follow these rules if you are an extremist:

- Extremist Nudge.**
 - Nudge is more extreme.** You do not move.
 - Nudge is less extreme.** You move 1 in that direction out of the extremist position.
 - Nudge is to MUTINY.** You do not move but suffer Mutiny (see glossary).
 - Nudge is to MIDLIFE CRISIS.** Either pay \$1 or undergo Midlife Crisis (see glossary).
- Extremist Victory.** You instantly win if you meet the victory conditions of your Profession (G3b,c,d,e).



⁴⁵ TREASONOUS DEALS. The mariners of the Caribbean routinely dealt with dealers and customers that they were technically at war with. Their logs and routers, with the required affidavits, had to survive the scrutiny of loyalist officials. Smugglers often claimed "forced entry", i.e. a storm or other emergency forced them into a foreign port. Wartime prisoner exchange presented another excuse. The flag of truce allowed a non-military vessel to arrive at a port, discharge prisoners, and depart without fear of being held captive. As a technique for illicit trade, flags of truce became notoriously popular, vexing the authorities who were trying to reign in trading with the enemy.

⁴⁶ SPANISH INQUISITION. The Congregation of the Roman and Universal Inquisition was established by Sixtus V in 1588. The Inquisition Tribunal in *Cartagena de Indias* started burning witches (the Lograño witch trials) in 1610. It was one of three such tribunals in the New World, augmenting the nineteen in Spain. "Silencing" is defined as suppression by fear and intimidation, while scrupulously avoiding any discussion of the dangerous ideas being suppressed. The populace or targeted group is cowed into self-censorship. Silencing, both from the Left and Right, is active today in America. "Editors are fired for running controversial pieces; books are withdrawn for alleged inauthenticity; journalists are barred from writing on certain topics; professors are investigated for quoting works of literature in class; a researcher is fired for circulating a peer-reviewed academic study; and the heads of organizations are ousted for what are sometimes just clumsy mistakes... The restriction of debate, whether by a repressive government or an intolerant society, invariably hurts those who lack power and makes everyone less capable of democratic participation." —Thomas Chatterton Williams, *A Letter on Justice and Open Debate* (Harper's Letter), 2020.


⁴⁷ EXTREMISM. Although this word is often used in a derogatory fashion by modern pragmatics, unless one takes their personal philosophy to the logical extreme, then nothing of fundamental value (such as independence or emancipation) will get accomplished. If one is horrified by the consequences when one's philosophy is applied to the extreme for all persons, then it is time to change philosophies.

G3. ENDGAME & VICTORY

You win instantly if you are an *extremist* (G2) and you meet the conditions listed on the Philosophy board. Thematically, winning means transforming the entire Spanish Main into one of four modern political entities. Will it become an independent superpower republic (e.g. USA), the first nation to emancipate its slaves (e.g. Haiti), a “machete anarchy” (e.g. José Tomás Boves’ Venezuela or Pablo Escobar’s Columbia), or a European puppet (e.g. Mexico under Napoleon III)?

- a. **End of the game.** The game ends instantly if someone attains victory as an extremist. Alternatively, the game ends at the end of the sail year marked with the Dove token.
 - **Year of the Dove.** The Dove starts in 1637 or 1649 per C1b. It can be moved by the Dove Action (→ see Rosetta Stone).
 - **Token victory.** At the end of the Year of the Dove, the player owning the most Bibles, Citizens, and disks on the map in non-rebellious land zones or *wilderness* (B1a) wins. Use the most money (Relics count as \$8) as a tiebreaker. If a player not in the game (e.g. Spain) has the most tokens, then there is no winner.

Example G3a. It is 1649, the year of the Westphalia Dove (the historic peace treaty ending the 30-Years’ War was signed at Westphalia in 1648). After the last player (Spain) sails, Venezuela is the only land zone without a Rebel and has 1 British Colony. The 3 wilderness zones (B1a), which can never be rebellious, are Florida (no player tokens), Yucatán (1 Spanish Cathedral with a Courish Citizen), and Cuba (1 Spanish Colony plus a French Visita). Player purple (Spain) wins the token victory.

- b. **Tea Party victory (colonist).**⁴⁸ Win if you are a Tea Party extremist with at least 1 Peerage and the number of Tax Rebels  is greater than the Mercantilism.⁴⁹

Easily missed!


Each Relic in your Coffers counts as a Peerage for Victory purposes.

Tip: Tax Revolts can be found in the Colony deck (17%), Mission deck (16%), Royalty deck (12%), and especially the Ship deck (36%). Tax Rebels are also created by paying taxes or not paying Ransom.

- c. **Abolition victory (missionary).** Win if you are an *Abolition extremist* (B5e) with at least 1 Peerage and there are no Slaves on the map.⁵⁰
- d. **El Patron victory (buccaneer).** Win if you are an El Patron extremist with at least 3 Peerages (2 Peerages if 4 or more players).
- e. **Sun King victory (royalist).**⁵¹ Win if you are a Sun King extremist with at least 1 Peerage and the War Coffers contain all 9 Chests.

Easily missed!

Indigenous on Missions are not Slaves.

Example G3c. Your Figure attains the extreme position of the missionary Profession, and you have a Peerage.⁵² During your play turn you use several Slave Revolts  to liberate all but one Slave, and on your sail turn you Sack the final Slave Colony to win the Abolition victory.⁵³



Abolition



Slave
Rebel

⁴⁸ TEA PARTY MOVEMENT. Cromwell’s policies of mercantilism and protectionism, such as the Shipping Acts (1651) that banned exports of British and British-American products to non-English countries, became a pretext for England to seize about 200 Dutch merchantmen and to conquer Dutch Curaçao and New Amsterdam. This led to the 2nd Anglo-Dutch war (1665) and stirred secessionist protests. Postwar, English pirates such as Sharp and Myngs who continued to attack Spanish shipping as a free market protest to open up free trade with British colonies such as Jamaica. Another free market rebellion was the Boston Tea Party (1773), in which protesters disguised as Amerinds dumped a shipload of tea into Boston harbor. The Tea Party movement also describes a modern constitutionalist movement, starting in 2009, favoring a minimal government and free trade. I imagine that, in an alternate history where freedom fighters had been centered in the Caribbean rather than in Virginia and Massachusetts, that the emerging New World superpower would have been New Spain rather than the USA. Rather than a Declaration of Independence, a Tea Party victory in New Spain prior to the Enlightenment likely would have replaced peninsular bureaucrats and institutions with local rule through the creation of juntas with (nominal) fealty to the king. “Royalist” juntas, such as those in Venezuela and Nueva Granada in 1810, were compromises fundamentally at odds with Enlightenment ideals.

⁴⁹ MEXICAN WAR OF INDEPENDENCE. Napoleon invaded and occupied Spain in 1808. This emboldened two Roman Catholic priests to lead *criollo*, *mestizo*, and Amerind rebels in a war of independence in New Spain. Both priests died in the fight, but after 11 hard years of war, the new nation of Mexico was born. This game imagines a similar protest in the 17th century against both the *Casa de Contratación* (with its hated *Alcabala* and *Quinta* taxations without representation) and the *criollo* and *mestizo* caste system. At the time, Philip IV was preoccupied fighting Protestants in the 30-Years War as well as internal revolts such as at Catalonia. Other Spanish possessions took advantage of this preoccupation to successfully declare independence, namely the Netherlands and Portugal. England, France, Holland, and Maroons, motivated by the prospect of free trade, may have joined the rebels. Given the rebels’ capacity to shut down the flow of silver and other exports to Spain, success or failure depended upon naval supremacy in the Caribbean.

⁵⁰ FIRST ABOLITIONISTS. The most influential activist of New Spain against Indians enslavement was the Dominican friar and Bishop of Chiapas Bartolomé de las Casas (player purple). His treatises and testimonials documenting the cruelty of the conquistadores caused the feudalistic *repartimiento* system (land grants allowing the forced labor of its inhabitants) to be abolished in the New Laws of 1542. Recalled to Spain on charges of treason for challenging the legitimacy of the Spanish occupation of the Indies, this courageous friar successfully defended the Indians as rational beings with natural rights in a series of unprecedented debates in Valladolid in 1550 and 1551. —Francis Patrick Sullivan, SJ, *Indian Freedom, The Cause of Bartolomé de las Casas, 1484-1566*, 1999.

⁵¹ CASA DE LA CONTRATACIÓN (House of Commerce) in Seville is the headquarters of the Council of the Indies. The *consulatos* (Council officials) approved all cargo, collected customs, outfitted ships, ran a school of navigation, and presided over judicial matters concerning trade and navigation. This royal monopoly maintained a stranglehold on all transatlantic travel in the Spanish empire soon caused Spain’s slippage from superpower status. It was not until the Stabilization Plan of 1959, which eased government regulations and allowed greater participation of private individuals, that Spain finally re-established itself economically with the economic miracle of the 1960’s.

⁵² SLAVERY IS IMMORAL. Morality is an absolute, and slavery is a fundamental evil and thus objectively damaging to everyone involved. Contrary to the claims of cultural relativists, enslavement is immoral and wrong regardless of which culture is practicing it. Contrary to counter-enlightenment ideas that assert that every human interaction is exploitative, failing to distinguish between force and persuasion is a grotesque disservice to actual slaves. Contrary to anti-capitalist dogma, an employer-employee contract is voluntary on both sides and does not constitute enslavement. By definition, capitalism is the social system that specifically excludes initiation of force in all transactions. Contrary to the claims of socialists, slavery is irrational. A person or society can get a short-term windfall by enslaving others, but this is not sustainable and yields less in the long run than if cooperative transactions had been used. Contrary to certain Marxist polemics, slavery was not first imported to the Caribbean from the West. Many Precolumbian tribal societies, including the Caribs, Calusa, Mayans, etc, regularly took slaves, including Spanish slaves. Contrary to the claims of certain racists, perpetrators of crimes and villainy are individual persons, not races, cultures, or any other collective. This is just plain common sense: a person is responsible only for what they themselves have done, not their long-dead ancestors.

⁵³ HOW LEGAL SLAVERY ENDED. “Tell me by what right of justice do you hold these Indians in such a cruel and horrible servitude?” thundered Fray Antonio de Montesinos on the Caribbean island of La Española (Hispaniola) in December 1511. This fiery sermon is the first known denouncement of slavery on moral grounds - astonishingly, throughout all the preceding centuries and millennia that slavery dominated human affairs, not one philosopher, religious leader, or politician is known to have spoken out against enslavement itself. Not even slave leaders (e.g. Spartacus) are known to have denounced slavery itself or attempted to transform society. The advent sermon of 1511 was heard by another Dominican monk, Las Casas (player purple), was the major milestone of Enlightenment moral thinking, which had begun in the days of Aristotle and was to finally result in the outlawing of slavery. It was echoed by John Locke in his second treatise (1689): “Slavery is so vile and miserable an Estate of Man, and so directly opposite to the generous Temper and Courage of our Nation; that ’tis hardly to be conceived, that an Englishman, much less a Gentleman, should plead for’t.” By this time, slavery had ended on the British Isles without any special legislation, and by 1807 the slave trade was delegatized by President Thomas Jefferson in the USA and Parliamentarian William Wilberforce in Great Britain. Both of these early Enlightenment activists used the Enlightenment argument of moral repugnance, and by 1833 slavery was abolished throughout the British Empire. Curiously, otherwise thunderous postmodernist historians are silent about who actually ended legal slavery after millennia of indifference worldwide. Thomas Sowell points out that the first abolitionist leaders were mainly British philanthropists, religious reformists, and Parliamentarians. They represented the majority views of British citizens from every social class and walk of life. The enforcement that finally stopped the trafficking of slaves and ended slavery in the West was provided (at great expense) by the Royal Navy.

Part H SOLITAIRE Ganga Zumba

Playing as a Maroon leader,⁵⁴ you win if you revolutionize New Spain into an *independent* and *emancipated* nation. This new American nation, the United States of the Caribbean, would have 8 States, one for each Spanish Treasure port. Setup is unchanged from Part C, except as noted below:

- **Dice.** To play *Ganga Zumba Solitaire*, you need 2 six-sided dice (2d6).
- **Playmats (setup).** You start with the Ganga Zumba Playmat (farside red). Your automated opponent is the Sun King (in this case Philip IV of the House of Habsburg). Sun King starts with the Spanish Playmat (purple) and his 8 Colonies start fortified.
- **Starting dollars.** You start with \$10. Sun King's money is not tracked, so he always has money.
- **Starting Dove.** Westphalia.
- **Starting Havens.** You start with 2 Havens. Sun King holds no Havens unless trying to Interdict (H6b).
- **Maroon Leader.** Your character is Ganga Zumba, king of the massive runaway slave settlement in Palmares Brazil.⁵⁵ I imagine him here as being literate with Enlightenment training, a 17th century equivalent of Simón Bolívar or Benito Juárez.⁵⁶
- **Starting Peerage & Ability.** Place the MAROON KING Peerage (card R20) into your Peerage Slot, with your first Bible on the *Reach Peerage icon* (B7h). Its Peerage Ability allows you to regard non-slave Indigenous as your Citizens in land battles, but you can't enslave or kidnap.⁵⁷ Since Ganga Zumba was a Christian, this Peerage is vulnerable to an Apostasy Action.
- **Starting Mercantilism = 3.** Only Ganga Zumba is able to change the Mercantilism.
- **Player Order.** This is not used. Sun King wins all ties for the most and least Righteous, and the most and least Loyal. Instead of Player Order, follow the *sequence of play* (next bullet or Playmat).
- **Sequence of Play.** Perform *goods year* (H1), your *auction year* (H2), the *combined Sun King auction/play year* (H3), the *combined Sun King Professional Draw/play year* (H4), your *play year* (H5), and finally the *sail year* (H6), always beginning with you, then Sun King. Remember to perform the listed Omens at the start of each indicated year.



H1. GOODS YEAR

This is unchanged from D1, except:

- Skip Update Player Order** (D1a). You as Ganga Zumba always go first (H2), then Sun King (H3 & H4).
- Spanish Labor acquisition** is automatic, see E2c. Remember that your starting Peerage does not allow you to kidnap for Slave Labor.
- Hurricane Season.** No player may sail in the year 1621. Ganga Zumba may Reconnaissance if he has a Ship.

H2. AUCTION YEAR

- Your turn.** Unchanged (D2). Either choose a card to *auction* (D2a), Professional Draw (D2b), or Debauchery (D2c).
 - **Your Auction.** If you choose to auction, bid zero or more dollars, then roll to see how many dollars Sun King bids (H2b). You as the initiator win ties, and the winner takes the card into their Hand.
 - **Your Buried Treasure Auction.** If you choose this option, pay \$4 and take the card.
- Sun King's automated bidding.** After you make a bid in an auction, whether initiated by you (H2) or him (H3), Sun King rolls dice for his bid:
 - **Sun King Bidding (Ship).** If Sun King has 3 or more Ships, or if the Ship is PLUNDER or SMUGGLER, he skips the bid (see H3a). Otherwise, he bids 2d6 (War) or 1d6 (Pax) dollars for a CONQUISTADOR or PRIVATEER Ship.
 - **Sun King Bidding (other cards).** Sun King bids 2d6 (War) or 1d6 (Pax) dollars for a Colony, Mission, or Royalty Card.
 - **High Bidder wins the card,** with the initiator winning in a tied bid.
 - **Sun King plays the card immediately** if he wins a card in auction (H3c). If you initiate an auction and lose, you add the Sun King's bid to your Coffers.
 - **Buried Treasure Auction.** Sun King never performs this, even if he has a special Ability to do so.



⁵⁴ MAROONS were escaped African slaves, particularly those from the Guinea coast. This word comes from the Spanish designation *Cimarrones*, a term for both fugitive slaves and wild cattle. Maroons established their own kings, towns, bishoprics, and fiefdoms. Maroon guerrillas pillaged Spanish plantations and mule trains, sometimes in alliance with buccaneers such as Francis Drake. Harassed Spanish governors signed treaties with Maroon leaders in Jamaica, Darién, and Española, granting them the right to settle as free men under Spanish law. In return, they agreed to return runaway slaves and to help fight the British and other usurpers. Colonies of Maroons were called *palembos* (Spanish) or *mocambo* (African).







⁵⁵ PALMARES was a huge *quilombo*, an independent community of escaped slaves and deserters. It existed from 1605 to 1694 in the Pernambuco coast of colonial Brazil. It consisted of a fortified central town that contained hundreds of buildings, including a Catholic church, 4 smithies, and a council house. The population, including the outlying farming *quilombos*, peaked at about 11,000. From the 1640's, it was ruled by Ganga Zumba from the Kongo. "Ganga Zumba" is a title rather than a name, meaning "Supreme Lord" in Kimbundu. — *Wikipedia*, 2023.

⁵⁶ BENITO JUÁREZ, a Native American who spoke nothing but Zapotec until a teenager, became a noted liberal politician and the 26th President of Mexico. He led Mexican patriots to victory against royalists under Napoleon III in the 1860's. After this victory, his army revolted, led by none other than Porfirio Díaz (see my game *Pax Porfiriana*).




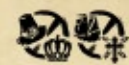




⁵⁷ INDIGENOUS PEERAGE. Despite their lack of agriculture, the foraging Amerind societies of the Spanish Main, were capable of sophisticated levels of hierarchy, castes, metallurgy, governance, and enslavement. For example, the Calusa people of Florida formed a small kingdom with the royal city at Calos. The king's power was absolute, his will was unquestionable, and insubordination was punishable by death. He commanded a well organized fleet of war canoes. When he died, a certain quota of his subjects and wives were slaughtered. — Graeber & Wengrow, *The Dawn of Everything*, 2021.

H3. COMBINED SUN KING AUCTION/PLAY YEAR

Sun King combines his auction turn with his play turn. If more than one option exists in any Sun King decision, you choose. Sun King has a different priority during War and Pax:

- a. **Auctions Priority.** An auction is bid per H2b. If Sun King wins, he immediately plays it per H3c.
 - **Ships.** If Sun King has no Ships (during War) or fewer than 3 Ships (during Pax), and the top Ship Card is PLUNDER or SMUGGLER, he *murders* it (removes it from the game, a victim of pirate hunters) and goes to the next bullet rather than auctioning a Ship. Otherwise, he auctions and plays the top Ship Card.
 - **Peerage.** If Sun King is currently qualified for the Peerage, he auctions and plays the top Royalty Card.
 - **Holy Calling.** If no other option is suitable (including Peerage Abilities per H3c), he auctions and plays the top Mission Card. See H8e (SK combined auction/play).
- b. **Amor de Rey.** If Sun King is Callow and the Nudge of his Hand Card(s) doesn't make him Professional, before he plays any card he performs a Romance Action  (moving to a Callow space you do not occupy) so that the card's Nudge makes him Professional. See H8d (SK play).
- c. **Sun King Play Actions.** Immediately after getting a card, either by auction or *Professional Draw* (H4), Sun King performs the Nudge and plays a number of Actions up to the maximum allowed by his Sway (before playing the next card). Perform the Actions from this prioritized list, skipping Actions not listed or with no effect:
 - **Ship Action (if Sun King has fewer than 3 Ships).** However, if any Ship taken by Professional Draw has a Legality of PLUNDER or SMUGGLER, Discard it without effect. Sun King then chooses his Ship with the best Seamanship to be his Flagship. 
 - **Reach or Sway Peerage Action (if Sun King is currently qualified).** If Sun King acquires a Peerage Ability, use it as aggressively as possible. 
 - **Literacy Action** on one of his Visitas, preferring one with a Colony in the same *land zone* (B2b).⁵⁸ 
 - **Bible Action.** The inhabited Tribal Site closest to the sea zone Islas del Rosario becomes a Visita (you choose if tied). 
 - **Disk Action.** The Spanish Colony Site closest to the sea zone Islas del Rosario is either founded or fortified. 

Caution!
Sun King wins instantly if he can play his 3rd Peerage.

- **Slave Trade** on one of his vacant Colonies. 
 - **Melting Pot.**⁵⁹ 
 - **Excommunication.** 
 - **Apostasy.**⁶⁰ If it is difficult to decide here or elsewhere what choice is more damaging, roll a 1d6. 
 - **Armada.** However, if he takes by Armada a Ship with a Legality of PLUNDER or SMUGGLER, Discard it without effect. 
 - **Letter of Marque.** 
 - **Tax.** 
 - **Dove.** 
- d. **Mutiny & Midlife Crisis.** Sun King suffers Mutiny normally. If Sun King suffers Midlife Crisis, move his Figure to a Callow space of your choice, then Discard the top Royalty Card from the game.

H4. COMBINED SUN KING DRAW/PLAY YEAR

After his auction in H3, Sun King additionally performs a Professional Draw using his current Reach. Skip this if Sun King is Callow. Otherwise, Sun King immediately plays the cards in the order drawn for their Nudge and *play actions* per H3c. No cards can be kept in Hand for Sun King at the end of this year.

H5. YOUR PLAY YEAR

On your turn, you play or sell cards per D3, down to your Hand Limit per D3f.

- a. **Deep pockets.** Sun King will always pay \$1 to hire Citizens, pay Taxes, and pay Ransom.



H6. SAIL YEAR

You sail first, per D4. Then Sun King attempts to legally export Treasure to fill the War Coffers of Spain for his victory. If Sun King has a fleet, he chooses his Flagship to be the best Seamanship.

- a. **EUROPE.** Neither yours nor Sun King's fleets ever remain in EUROPE. If they sail to EUROPE, they move immediately to PIRATING.
- b. **Your sail.** See D4.
 - **Spanish Interdiction.** Skip this if Sun King has fewer Ships. If he has at least as many as you, plot a course for your fleet (use spare tokens), then draw a number of Haven Cards equal to his Hand Limit. If any of them matches a sea zone that you entered, then fight a sea battle in each such sea zone per the next bullet.

⁵⁸ EDUCATION is essential to formulate and transmit ideas, including those needed for a functioning democracy. Since Africa and the New World had no extant reading and writing systems outside of Mayan, Aztec, and Incan scribes, the indigenous and maroon leaders of the Caribbean were almost entirely illiterate. Therefore the Franciscan, Dominican, and Jesuit schools, taught by linguist missionaries who learned the native language and who were able to develop a Latin script for that language, were absolutely indispensable for any kind of meaningful social advancement, such as autonomy and statehood. Developing an indigenous written language from scratch was not an option – writing systems developed independently only four times in the history of the world (Mesopotamia, Egypt, China, and Mexico) over the course of millennia, and are essentially an Eurasian monopoly then and now. Whatever the veracity of their questionable views on the afterlife or the role of the Pope, the education taught by the missionaries was paramount to the future of any illiterate land.

⁵⁹ MELTING POT. Defining an immigrant as one who comes to live in a foreign land, no other nation has a large an immigrant population as does the United States today. The rise and success of the USA as a center of innovation, learning, entrepreneurship, patents, entertainment, and military power is due in a large part due to the integration of foreign migrants in a metaphorical “melting pot”, quickly learning English without surrendering religion and other diversities of culture. Historically, the very first generation born in the United States, including those with parents imported by force from Africa, identifies themselves as American and seldom considers the language and heritage of their parents. In colonial Latin America, persons of European heritage, the *criollos* caste, were distanced from the *mestizo* caste without the melting pot. The melting pot is a byproduct of British Enlightenment Laws, and may be why the United States and other former colonies of Great Britain (e.g. Canada, Australia, Hong Kong, New Zealand) have turned out wealthier and happier than Hispanic nations, and from former colonies of other European nations. The long proud history of American open borders became tarnished by racist laws starting with the Chinese Exclusion Act (1882) and continuing today with militarized walls (see my game *Pax Porfiriana*).

⁶⁰ APOSTASY. Spanish law threatened to expel and confiscate the property of non-Christians such as Jews or Muslims unless they renounced their beliefs. These victims, called *conversos*, were under the constant threat of being accused of apostasy, the secret harboring non-Christian practices and beliefs. Yet pure-blood Amerinds in New Spain were exempted from the Spanish Inquisition (instead a tribute was exacted for the privilege of vassalage). Occasionally a *mestizo* (a Hispanic with both Amerind and Spanish blood) would benefit from such racist legalities by pretending to be an Amerind in order to escape the clutches of the Inquisitors.

- **Interdiction results.** These 3 results are resolved simultaneously:
 - (1) Sun King sinks one of your PLUNDER ships (if any).
 - (2) If you have the better Seamanship, you sink the Sun King's Flagship.
 - (3) If he has the better Seamanship, he steals the Treasure, which is immediately added to the War Coffers. All other Cargo is lost at sea.
 - (4) After all his Interdictions, he teleports to PIRATING without drawing a Haven Card
 - **Land Battles.** The purple tokens of the Sun King will always side against you and *Refugees* (E5b) will always side with you if they themselves are not the target.
- c. **Sun King's sail.** If his Legality permits it, Sun King attacks a number of enemies up to his attack limit. He chooses Sites in which he will win, choosing in this order: Rebels, your Colonies with Treasure, your Colonies, your Missions. If there are multiple Sites to choose from, he picks the one closest to Islas del Rosario. He then teleports to PIRATING without drawing a Haven Card.
- **Treasure Legal Export.** After his attacks, for as long as he has Cargo space, Sun King will load Treasure at his own Colonies.
 - **Sun King Enslave.** If Sun King Sacks a Ganga Zumba Visita or Colony holding an Indigenous, the Indigenous is enslaved at the nearest vacant Spanish Colony, or killed if this is not possible.
 - **Pass.** Sun King skips his sail turn if he has no Ships or there are no Treasure Colonies or targets.
 - **Interdiction.** The Sun King fleet never chooses a sail path and cannot be Interdicted.

Easily missed!
Rebels will always support the attacking fleet unless they are the target (E5d).

Example H6. See H8b Sail for an example of an Interdiction in the solitaire game.

H7. END OF SOLITAIRE GAME & VICTORY

You instantly win if you achieve both the Tea Party and Abolition End of Game, before Sun King achieves his End of Game.

- Sun King End of Game.** Sun King instantly wins if War Coffers are filled with all 9 Chests, or he gains his 3rd Peerage.⁶¹
- Ganga Zumba End of Game.** You must be an extremist in any Profession, with 2 Peerages (remember that you start with 1 Peerage). You must also have won both the *Tea Party* victory (more Tax Rebels than Mercantilism, see G3a) and the *Abolition* victory (no Slaves on the map, see G3b).
- Token Victory.** If the game reaches the end of the Year of the Dove, there is a *token victory* (G3a) in which Sun King is assumed to have the most money.

Example H7. See H8h Sail for an example of a Ganga Zumba victory in the solitaire game.

H8. SAMPLE SOLITAIRE GAME

Ganga Zumba (GZ) vs. Sun King (SK) by Robert Kasten & Rogério Nogueira da Costa

Starting Havens: Tortuga (♣) & Hewanorra (♥ & ♠).

a. 1598 (Anglo-Spanish War) (El Dorado Omen - no sail). Age: 16

- **Goods.** Treasure & attrition at the Venezuela and Nova Andalusia.
- **(GZ) Auction.** Reach = 1. I auction SMUGGLERW - auto win.
- **(SK) Combined Auction/Play.** Ship priority: SMUGGLERB murdered. Peerage priority: SK qualifies for and auctions CAPITANIA GENERAL (most Righteous) – Win ties in land battles! Must not allow SK to get it. Bid: I bid 9 (because I hold a ♣ and need to save \$1 for smuggling, if I end up with only SMUGGLERW). SK bids 8 & I take the card. Close!
- **(SK) Combined Professional Draw/Play.** Reach = 1, but Callow. SK passes.
- **Comment.** *I have 2 Havens and 2 Market Cards (Ship and Royalty) with ♣ and ♠ Nudges. By the end of the turn I can only keep 1 card in Hand, and since I am broke, I should keep SMUGGLERW which could get a profitable Relic on the map. This means that CAPITANIA GENERAL is "use it or lose it", but I must decide whether to Anchor it or use one of its Actions. Its Armada Action would grab the top Ship Card: PLUNDERE.*
Alternatively, I can wait and get the Ship on my next Action, and Duel SK to become the most Righteous and Anchor my Peerage. However, that would place SK facing the Royalist track with the immediate danger of them moving onto it if they get a ♠ Nudge and avalanche many Professional Draws of Peerages... I take the risk and Anchor CAPITANIA GENERAL from my Hand. The Reach Peerage ♠ will upgrade my Reach to 2 and the Peerage Ability will allow me to attack targets at equal Strength.

- **(GZ) Play.** Sway = 1.

1st card: Haven Sword Fight ♠ to exchange places with the purple Figure.

2nd card: Now I'm the most Righteous, and Nudge ♠ into MUTINY has no effect, so I Anchor the Reach Peerage ♠.

3rd card: Haven Peninsular Marriage ♣ into the colonist wedding spot.

Card in Hand: SMUGGLERW.

- **Sail.** No sail (El Dorado Omen).





⁶¹ SOCIALIST MERCANTILISM TODAY. When the Venezuelan socialists under Hugo Chavez came to power in 1999, it was a step by step implementation as prescribed in Marx's *Manifesto*, beginning with seizures of private property, and culminating in the nationalization of communication, energy, finance, and industry. This centralization of power abruptly transformed the richest Latin American country into a starving one. The socialist regime responded with a shocking decree that any Venezuelan employee can be forced to labor in the country's fields to fight the food crisis, in other words, the legalization of slavery and serfdom. —Amnesty International, 2016. —UN Human Rights Office, 2020.





b. 1602 (Pax Hispanica) (Amsterdam Entrepôt Omen - Sway = 3 for this turn)
The story so far (Age 20): I escaped from bondage, got into a fight, was elected "captain" by my peers, and married another ex-slave in the palenque.

- **Goods.** Colony dieoff: none.

Treasure & attrition: Nueva Grenada & Veracruz.


- **(GZ) Auction.** Reach = 1. PLUNDERE - I win automatically for this Legality.
- **(SK) Combined Auction/Play.** Auction: (< 3 Ships in Pax = priority Ships). SK Auctions PRIVATEERR. I bid 0 (I only have \$1).


Play (Sway = 3):  (into Royalist track, as I feared!), Anchor Ship + 2 Slave Trades , adding Slaves to Cartagena and San Juan de Ulúa.

- **(SK) Combined Professional Draw/Play.** Reach = 1, Sway = 3. Draws GRANDEE (most Loyal) and plays it for Nudge , Reach Peerage  and Armada . The Slave Trade  is skipped, since all his colonies have Labor. The Armada draw adds PRIVATEERV to his fleet.

- **Comment.** *My gamble failed. SK's auction and play could not have been worse for me. They have 1 Peerage and 2 Ships already. Additionally, they'll be eligible for next Ship or Peerage in the Market.*

- **(GZ) Play.** Sway = 3 due to Amsterdam Entrepôt.

Play 1st card: SMUGGLERW, Nudge . Anchor Ship (draw Haven – Hewanorra again), place Relic at Cumaná.

Play 2nd card: PLUNDERE, Nudges  me into Mutiny, with no effect since I only have one Ship Anchored at the moment.

I then Anchor my 2nd Ship, which draws 2 Havens (one for adding a Ship to PIRATING and another from its Haven Action).

Promote: PLUNDERE (Laurens de Graaf) to Flagship.

Cards in Hand: 3 Havens – Hewanorra, Curaçao, & Trinidad.

- **Sail.** We both have 2 Ships, so my fleet risks Interdiction.

Plot course: I used spare markers to plot my chosen course: Start at Trinidad, sack Cumaná for the Treasure and Relic, then Curaçao to sack Coro, then Port Royal, Caymanes and finally Tortuga.



SK draws 3 Havens (equal to their Hand Limit): Old Providence, Tortuga and Barataria Bay. SK therefore will interdict me at Tortuga.

Pre-interdiction: My fleet of 2 Ships with CAPITANIA GENERAL Sacks fortified Cumaná and grab its Chest and Relic. The Colony loses its fort but still stands, so its slave is unfortunately not liberated.

In Curaçao, Coro suffers the same fate in my second attack.

Interdiction: Sailing back home, my fleet is interdicted at Tortuga. With the better Seamanship, I sink the Spanish Flagship, while they in turn sink my PLUNDERE along with its Chest. The battle is over.

Spoils: My surviving Ship returns with one Chest and one Relic. I sell the Relic and gain \$12 (Chest = \$4, Relic = \$8). I also draw 1 more Haven for returning to PIRATING.

Battle aftermath: SK = 1 Ship, GZ = 1 Ship.  


SK Sail: Collects Treasure at Cartagena and delivers their first Chest to the War Coffers.

c. 1606 (Pax Hispanica) (No Omen)

Age 24: I got 2 ships and pillaged the Main, but lost my Flagship to the cursed Spanish. Lost much loot but sold stolen Chinese porcelain for a fortune.

- **Goods.** Colony dieoff: none.




Treasure & attrition: Honduras & Panamá.

- **Comment.** *I desperately need Ships. The top card is CONQUISTADORH, and the top Royalty card REAL AUDIENCIA (most Righteous) includes an . To keep SK from enlarging his fleet to 3 Ships, I have to bid for the Ship. But now that I am a Colonist, I unleash a sneaky plan to get 3 Ships.*



- **(GZ) Auction.** Reach = 2. Professional Draw = 2 Colony cards: "Banking House of Wesler" & "Chocolate Baron".




- **(SK) Combined Auction/Play.** Auction: (< 3 Ships in Pax = priority Ships). SK Auctions CONQUISTADORH.



Bid: I bid 5, SK rolls 3 on one dice. I pay \$5 to the pool and take the Ship.

- **(SK) Combined Professional Draw/Play.** Reach = 1, Sway = 3. Draws REAL AUDIENCIA (most Righteous) and plays it for Nudge  (no effect), Sway Peerage  (since they are eligible) and Armada . But the top Ship is SMUGGLERJ, so they Discard it and its Armada has no effect.

- **(GZ) Play.** Sway = 1. SK has 2 Peerages now, and just one short of winning. Even worse, the next Royalty Card is most Righteous.

Play 1st card: "Banking House of Wesler", Nudge  (extremist now). Disk Action  places Colony in Panamá. My Sway is now 2.

Play 2nd card: "Chocolate Baron", Nudge . My 1st Action is  Apostasy to force SK to Discard either his GRANDEE or PRIVATEERE. I choose the former and return a Bible to his Tableau. My 2nd Action is Letter of Marque : I pay \$1 to bribe PRIVATEERV away from the service of the Sun King, drawing a Haven for adding a Ship to PIRATING.

Play 3rd card: CONQUISTADORH, Nudge  and pay \$1 to avoid MIDLIFE CRISIS. My 1st Action is to Anchor the Ship (draw Haven for placing Ship in PIRATING). My 2nd Action is Excommunication . Since SK now has less Peerages than me, I send him back to Callow, deciding to place him on the teal spot.

Promote: SMUGGLERW will be my Flagship since it's the only Legality in my fleet that doesn't deliver to the War Chests. PLUNDERE is missed...

Discard down to 2 Havens – keeping Tortuga & Hewanorra.

- **Comment.** *I inflicted heavy revenge on SK by stripping him of all but 1 Peerage. He has named me the black Sir Francis Drake.*

- **Sail.** SK = 0 Ships, GZ = 3 Ships. I rule the waves and can freely navigate without fear of Interdiction.

Land battles & spoils:

I smuggle Treasure from Porto Bello, Trujillo and San Juan de Ulúa, paying \$1 at each port to smuggle contraband on-board my ships, and return 3 Chests to EUROPE for a total of \$12. My net profit was \$9 (\$12-\$3). My Coffers now hold \$15.

SK sail has no effect.




d. 1610 (Pax Hispanica) (No Omen)


Age 28: With the help of anti-hispanic barons, bankers, and the pope, I got Felipe IV excommunicated. But the loss of my plunder Flagship has forced me into a low profile as a shady smuggler.



- **Goods.** Colony dieoff: My Colony in Panamá dies because my MAROON KING Peerage disallows kidnapping. I knew it was doomed, and founded it only for its temporary boost in Sway.

Treasure & attrition: Nova Andalusia & Cuba.

- **Comment.** *I have a full fleet of Ships, but SK still has a high Sway and smuggling is not helping much. Fortunately, Sir Henry Morgan (PLUNDERD) is available for hire.*
- **(GZ) Auction.** PLUNDERD - I win automatically for this Legality.
- **(SK) Combined Auction/Play.** Auction: (< 3 Ships in Pax = priority Ships). SK Auctions CONQUISTADORU. I bid 0 (I want to keep money for future options, as War will be expensive).

Play: SK plays card with Nudge , and with Amor del Rey, moves to the wedding spot on the buccaneer track. A dangerous spot, but I prefer SK avoid the Royalist track. No other useful Actions are on the card.

- **(SK) Combined Professional Draw/Play.** Reach = 1, Sway = 3. SK draws top of the Buccaneer deck: SMUGGLERM. SK nudges  back into Callow, but the card is of no value to SK and is therefore Discarded.
- **(GZ) Play.** Sway = 1.

Play card: PLUNDERD, Nudge , into MUTINY! My Flagship is SMUGGLERW with a Nudge . I can keep PRIVATEERV since it has the same Nudge but must Discard CONQUISTADORH. Space is thus made for Sir Henry Morgan to join my fleet. For my Action, I anchor the ship and draw a Haven card.

Promote: PLUNDERD (Sir Henry Morgan) is promoted to Flagship.

Discard: – down to one card.

Card in Hand: 1 Haven – Tortuga.

- **Sail.** SK = 1 Ship, GZ = 3 Ships. No Interdictions.

Land battles & spoils: I sack and destroy Cumaná taking their Treasure with me. Next Coro suffers the same fate. Though no Treasure is to be found there, I liberate the enslaved population and these take up arms as the first slave rebellion on the Main. On my journey back home, I sack Havana, destroying its fort and grabbing another treasure. I return with 2 Chests to EUROPE. In solitaire, no Ships remain in EUROPE per H6a, so my fleet teleports to PIRATING and draws Trinidad Haven.

Coffers: I gained \$8, so now I have \$23.

SK sails: With no available treasure to collect, or valid targets to attack, SK skips their sail turn.

e. 1614 (Pax Hispanica) (Comet, all players have 1 Sway and 1 Reach)

Age 32: With a personal wealth of \$575,000, I took the title "Ganga Zumba" and launched a campaign to free the slaves from Spanish tyranny. In Venezuela I led the first successful slave revolt of the Caribbean.

- **Goods.** Colony dieoff: none.

Treasure & attrition: Panamá (no Colony present in Venezuela).

- **(GZ) Auction.** Reach = 1 (Comet). Professional Draw = 1 Colony Card: "Latvian Neu Kurland".
- **(SK) Combined Auction/Play.** Auction: (< 3 Ships in Pax = priority Ships). SK murders the top Ship (PLUNDERO), and advances to his 2nd priority: Peerage.

Peerage. The top Royalist Card is GOVERNOR (most Righteous), for which he is not qualified. He advances to his 3rd priority: holy calling.



Holy Calling: SK auctions "Miskito kingdom". I bid on this since it will synergize well with my newly acquired "Latvian Neu Kurland".



Bid. I bid 6, SK bids 5 (1 die). Close call.

Payment. I pay the \$6 to the Pool and take the Mission Card.

- **(SK) Combined Professional Draw/Play.** Reach = 1, Sway = 1. SK is Callow – no effect.

- **(GZ) Play.** Sway = 1. I hold 2 Havens and 2 Market Cards.

Play 1st card: "Miskito kingdom", Nudge  (extremist). The Bible Action  places a Visita in Port-de-Paix, Española.

Play 2nd card: "Latvian Neu Kurland", Nudge . Literacy Action  exchanges the white Meeple on the Visita with a red Citizen Meeple, placing the Cathedral collar.

Promote: PLUNDERD (Sir Henry Morgan) remains Flagship.

Discard down to 1 Haven – keeping "Tortuga".

- **Sail.** SK = 1 Ship, GZ = 3 Ships. No Interdictions.

Land battles: My fleet sacks Porto Bello and San Juan de Ulúa, which destroys the forts in both and steals a Chest in the former. With my 3rd and final land battle, the fleet targets and destroys Havana since it uses Slave Labor. I liberate its slaves who create a Slave Rebel in Cuba.

Spoils: I return with 2 Chests to Europe earning \$8. I now have \$21. Lastly, I draw a Haven for moving back to PIRATING.

SK sail: With 1 Ship they have no valid targets.

- **The map so far (1617):**

SK Colonies: S. Juan de Ulúa, Trujillo (fort), Porto Bello (vacant), Cartagena (fort), St. Domingo (fort).

GZ Mission: Cathedral in Port-de-Paix

Slave Rebels: Cuba, Venezuela

Slaves: 4

War Coffers: 1

Mercantilism: 3



f. 1618 (30-Years' War) (Hurricane – no sailing)





Age 36: My fame grows after successfully fomenting 2 Slave Revolts, building the Cathedral of Port-de-Paix and reducing SK to 2 Sway. However, it's time to build up more land presence and citizen revolts.

- **Goods.** Colony dieoff: none.

Treasure & attrition: Nueva Grenada & Veracruz.

- **(GZ) Auction.** Reach = 2. Professional Draw = 2 Colony cards: "Hacendados" & "Walloons".
- **(SK) Combined Auction/Play.** Auction: (>1 Ship in War = priority Peerage). With 1 Ship and the commencement of War, SK shifts focus to acquiring Peerages, but is unqualified for the top Royalty Card.
- Holy Calling priority: SK auctions "Pipil Brave Owls". I am not interested so SK wins and plays it.

Amor del Rey. The Owls Nudge  can be used to enter either the colonist or missionary wedding spots. I choose the latter for SK, to avoid Sword Fights  with GZ on the Colony track. With the sole Action on the card, SK places a Bible in Nueva Granada.

- **(SK) Combined Professional Draw/Play.** Reach = 1, Sway = 1. SK draws "Augustine Mission", playing it immediately for Nudge . SK first uses  to build the first Spanish Cathedral in Palenque San Basilio, then  to establish a Visita in Honduras. SK has Reach 2 now!
- **(GZ) Play.** Sway = 1. I play only one card: "Hacendados", Nudge . I place a well-supported Colony disk in Española. My Sway is now up to 2. Discard down to 2 cards – keeping "Tortuga" and "Walloons".
- **Sail.** SK = 1 Ship, GZ = 3 Ships. Nobody sails in the hurricane season. I do Reconnaissance and draw 1 Haven (Old Providence – useless).



Map at the end of the 1621 sail year. The Philosophy is: SK at lowest rung Mission, GZ at middle rung Colony, Mercantilism = 3, 1 War Chest.





g. 1622 (30-Years' War) (Debasement – Cards cannot be sold)

Age 40: The Sun King desperately tightens his Mercantilist policies, fostering tax revolts and providing me a chance to declare independence.



- **Goods.** Colony dieoff: none.




Treasure & attrition: Española (but not Cuba, no Colonies). My Citizen Labor earns me \$1 gold for the goods production. I now have \$21.

Labor Acquisition: SK employs their first Citizen from the Cathedral at Palenque San Basilio (deep pockets). I pay \$1 and employ the Citizen from my Cathedral at Port-de-Paix.

- **(GZ) Auction.** Reach = 2. Another Cathedral would be nice, so I auction the Mission Card "Warao mission", in lieu of Professional Draw. Bid: I bid 9; SK bids 5 (2 dice now). I win, pay \$9, and take the card.
- **(SK) Combined Auction/Play.** Auction: (>1 Ship in War = priority Peerage). SK now qualifies for the GOVERNOR Peerage (most Righteous). If he gets it, its Apostasy  Action would be fatal for me. Bid: I decide to bid \$11, all but \$1 in my Coffers. SK rolls 7 & I win.
- **(SK) Combined Professional Draw/Play.** Reach & Sway = 2, draws 2 cards. Play 1st card: "Cimarrones", Nudges , (into extremist). It creates another Visita in Venezuela. Play 2nd card: "Jesuit Reduction", Nudge . With two Visitas already, they use  to establish Cathedrals in Honduras and Venezuela.
- **Comment.** SK's new politics of evangelizing the native population has gotten them close to Reach 3, while still no Tax Rebels have sprung and the Venezuelan slave revolt will fail. It's time for more aggressive tactics. We are at War after all.

- **(GZ) Play.** Sway = 2.

Play 1st card: "Walloons", Nudge , (extremist). 2 Disk Actions  place Colonies at Tobago and Barbados, Windward Islands. My Sway = 3.

Play 2nd card: "Warao Mission", Nudge , to Midlife Crisis. I avoid it by paying my last dollar. As 2 of my Actions, I play  and  to create another Cathedral at Youldoumain, Windward Islands. My 3rd Action is Black Market to sell all 3 of my Hand cards for \$6.

- **Sail.** SK = 1 Ship, GZ = 3 Ships. No Interdictions.














Land battles & spoils: Starting in Tortuga, I load the Treasure from my Colony (Friendly Port). A quick stop in the Windward Islands to pick up the red Citizen at the Cathedral and emigrate them to Barbados (this prevents Colony dieoff). Next stop, Porto Bello, where I destroy the Colony and create a Slave Rebel in Panamá. Just up the coast is Trujillo, where my fleet uses the CAPITANIA GENERAL ability to destroy the fort that's being supported by the new Citizen in the adjacent Cathedral. And the final 3rd battle, the fleet sacks and plunders San Juan de Ulúa, and returns to EUROPE. The take is \$8.

SK sail: With the help of the Citizens at Antimano Cathedral, SK's fleet defeats the slave rebellion. Having exhausted their attacks, SK loads the Treasure at Cartagena and returns it to the War Coffers. There are now 2 Chests there.

h. 1626 (30-Years' War) (Malaria – Each Citizen pays \$1 or becomes a Slave)

- **Goods.** Cathedral Refresh: New GZ Citizen at Port-de-Paix Cathedral. New SK Citizens at Palenque San Basilio Cathedral, Nueva Grenada. Labor Acquisition: SK's automatic labor acquisition at Española kidnaps villagers at Bahoruco. I pay \$1 to the Pool for Tobago to employ my Citizen from the Youloumain Cathedral.

Treasure & attrition: Nueva Grenada only (no Colonies in Veracruz)

- (GZ) **Auction.** I pay \$3 to save my Citizens from death by malaria which depletes my Coeffers to \$11. Reach = 3. Professional Draw = 3 Colony cards: "Belize Baymen", "Eleutherian Adventurer's Co." & "Western Design".
- **Comment.** *To win, I need to free Slaves at Santo Domingo & Trujillo and generate 4 Tax Rebels (Mercantilism is still at 3). Meanwhile SK is qualified for the top Peerage CRYPTO-PAPIST. If he acquires it, it would set me back severely, canceling my MAROON KING Peerage from counting towards victory. I will have to bid everything on this card. If I fail, I have insufficient funds to stop SK on his next auction.*
- (SK) **Combined Auction/Play.** Auction: (>1 Ship in War = priority Peerage). SK for the CRYPTO-PAPIST (most Righteous) Royalty Card. I bid \$11. SK rolls 9. Fortune favors the bold. I pay the Pool and take the Peerage into my Hand. I have no money left in my Coeffers.
- (SK) **Combined Professional Draw/Play.** Reach = 2, Sway = 1. SK draws 2 cards from the Mission deck. Play 1st Card: "Mariches", Nudge , causes MIDLIFE CRISIS. He moves to Callow (teal) and the top Peerage is discarded per H3d. He uses  to place a Bible in Jamaica (closest sea zone to Isla del Rosario with an available spot). Play 2nd Card: "Nitainos", Nudge , SK uses Amor del Rey to enter the colonist wedding spot. He uses  to build a Cathedral at Accompany.
- (GZ) **Play.** Sway = 3. Play 1st Card: CRYPTO-PAPIST, Nudge . I use  to replace my S. Domingue Citizen for a Tax Rebel in Española. The revolution has begun! Play 2nd Card: "Belize Baymen", Nudge  (extremist again). All 3 Actions are played in Venezuela: a  in Tucacas, a  against the Spanish Citizen, and a  that exchanges the freshly acculturated Citizen with a Tax Rebel. Play 3rd Card: "Western Design", Nudge . I use  for another Tax Rebel, this time taken from Barbados to the Windward Islands. Then I use  to fortify Tucacas. Promote: PRIVATEERV (Pieter Ita) replaces Capt. Morgan as Flagship. Cards in Hand: "Eleutherian Adventurer's Co" & "Old-Providence".
- **Sail.** SK = 1 Ship, GZ = 3 Ships. No Interdictions. Land battle: Privateers during War, are unfriendly to Spanish ports, so starting at Île-à-Vache, I launch 2 attacks against fortified Santo Domingo, nabbing a Chest and starting a slave revolt that spreads to the Leeward Islands. My 3rd and final battle is against Trujillo generating a Slave Rebel in the Honduras. Spoils: I deliver a Chest to the king himself, gaining \$2 but also the privilege to lower the Mercantilism to 2. Caribbean independence is declared, and GZ is instantly declared the ruler (& winner) at age 47.



Map and Philosophy at the end of the solitaire game in the 1629 sail year.

The Caribbean has become an independent & emancipated kingdom under Ganga Zumba (player red).

PLAYTEST STATISTICS (all games)

by Rogério Nogueira da Costa

This link is to a Powerpoint file that analyzes and displays pie-charts for close to 100 games of *Pax Hispanica*. Did you want to know what victories are the most common? (A: Tea Party & Abolition at high player counts, and Buccaneer & Abolition at low player counts). Which nation wins most often? (A: Spain). Till when do most games last? (A: Prague).



HISTORICAL SETTING

THE SPANISH MAIN IN THE 17TH CENTURY

Pax Hispanica is a period of peacemaking during the Spanish Golden Age. The jewel in the crown of the Spanish Empire is her Caribbean ports, by now already a century old and exporting 10 million ducats of treasure annually. So far, no pirate has ever been able to capture a galleon of the *flota*. But the recent defeat of the Spanish Armada seems a harbinger that other cultures and religions could make landfall in the Spanish Main. As in all *Pax* games,⁶² your victory drives the future of the region, driven by the ambitions and decisions of your character.

Tip: *This game can be very asymmetric. There is a reason it's called the Spanish Main! If player purple (the Spanish friar) is in the game, his enormous starting Sway can get an early Peerage and win as a royalist, colonist, or missionary. But if you can obtain a fleet of 2 Ships, you can quickly Sack Spanish Colonies and acquire much Treasure for your own victory.*

WHO DO THE CHARACTERS REPRESENT?

The nationalities represented are Spain, England, France, Netherlands,⁶³ and Courland.⁶⁴ However, the players are envisioned not as "nations", but as individuals during a time when any ambitious teenager can aspire to become the president, abolitionist, court favorite, or godfather of New Spain.⁶⁵ Opportunities are found in the arrivals of persecuted Protestant refugees, in the sacking and pillaging of the buccaneers,⁶⁶ in the corruption of Spanish governors motivated to collaborate with the foreigners to bypass mercantilist shipping monopolies,⁶⁷ and in the black market so necessary for everyday goods that the decadent crown could not provide.⁶⁸

Pax Hispanica is a "Pax" version of *Lords of the Spanish Main*, published by Sierra Madre Games in 2006.

THE FIGHT FOR FREEDOM

The first Spanish communications with the Amerinds include Taino natives begging for refuge from murderous Carib colonizers. How did the lovely Caribbean become such a dysfunctional archipelago of piracy, religious warfare, inquisitions, slavery, genocide, and dirigisme authoritarianism under socialism both left and right?⁶⁹ The fundamental principle at stake is *freedom*, the absence of physical coercion. I envisioned a game in which the freedom fighters could have won. One such freedom fighter is Friar Bartolomé de las Casas, a player character who led the world's first abolitionist movement, and almost the first to say that *slavery is a sin*.

Other heroes in the game who (however inconsistently) defended liberty are:

Antonio de Montesinos†, Jessé de Forest (C08), Lord Francis Willoughby of Parham (C09), John Winthrop (C13), William Sayle (C14), Pauló Jacomo Pinto (C17), George Fox (C20), David Nassy (C21), Juan de Bolas† (C23), Lempira† (M01), Aj Kan Ek (M02), Cacique Agüeybaná (M03), Enriquillo del Bahoruco (M04), Tibuta Indian (M05), Lord Atunal Tut (M06), Cacique Tamanco† (M08), Cacique Baruta Guaicaipuro† (M09), King Ballano (M10), Diego del Campo† (M11), Queen Nanny (M12), Benkos Biohó† (M14), Saint Peter Claver (M14), Captain Sebastián Lemba† (M15), Juana Inés de la Cruz (M16), Rey Miguel de Buría† (M17), Gaspar Yanga (M18), John Skerrett (M19), Satuye† (M20), Friars Uhland & Montesino (M21), Roque González y de Santa Cruz, SJ† (M23), King Oldman (M24), King Goldecap (M25), Hugo Grotius (R11), King Ganga Zumba (R20), Johan van Oldenbarnevelt† (R22), Pope Urban VIII (R23), and Samuel Hebreo (S19).

The number in parentheses is the card number, and a cross † after the name indicates that that person died in the fight. The game includes not only heroes, but also scum and villains such as Garci González de Silva (C19) and Jørgen Iversen Dyppel (C34).⁷⁰

62 PAX GAMES include (in order of time period) *Pax Viking*, *Pax Renaissance*, *Pax Emancipation*, *Pax Pamir*, *Pax Porfiriana*, and *Pax Transhumanity*. "Pax" is Latin for "peace".

63 THE DUTCH EAST INDIA COMPANY was founded in 1602 as the world's first public stock company. It held a government-sponsored monopoly for trade among the Asian holdings of the Dutch Republic. At its height the company was the richest voluntarily-funded organization in the world, with over 150 merchantmen, 40 warships, and a private army numbering in excess of 10,000, plus 40,000 civilians.

64 DUCHY OF COURLAND. This small duchy in western Latvia existed from 1561 until 1795. Although nominally a vassal state of the Polish-Lithuanian Commonwealth, its dukes operated autonomously and maintained a respectable fleet of merchantmen. The first Courish colony on Tobago Island (1637) perished during a Spanish blockade. But a new Courish colony on Trinidad had 7 sugar mills, 2 rum distilleries, 1500 Europeans, and 7000 African slaves. After the Swedish invasion during the Northern Wars sunk the Courish merchant marine (1658), the Courish Caribbean colonies were assimilated by the Netherlands.

65 SELF-MADE MEN. All of the characters in the game, with the exception of the brothers Lampsins (player green) who were rich merchants, were of humble origins and who represented themselves, and not a nation. And yes, they were men, as this was a chauvinist age worldwide.

66 THE BUCCANEERS of Isla Tortuga took their name from the *boucan*, or smoke-house, in which they cooked raw meat over a wood-chip fire and preserved it in clouds of smoke. Tortuga Island is prominently depicted in the 2003 swashbuckler Disney film, *Pirates of the Caribbean*.

67 DUTCH SMUGGLERS. The Dutch fought for independence from Spain in the 80-Years' War (1568–1648), and by 1600 was a de facto nation. As long and bitter as this war was, for its first decades the Dutch-Iberian trade grew rather than being halted. Hundreds of Dutch merchantmen blithely sailed annually into enemy territory, fully aware that they could be arrested, and their cargo and vessels impounded. Since at least 1595 the Spanish colonial governors had turned a blind eye to the daily activities of the Dutch merchantmen in Spanish ports, and such activities did not become any more illegal once the two countries were at war. Dutch smugglers preferred the *fluyt*, a flat-bottomed economical vessel of shallow draft developed around 1595. It carried 100 tons, but to maximize cargo it was lightly armed and manned with 4 to 12 cannon and 20 to 50 sailors with a few muskets and arquebuses. Outbound they sailed from the Netherlands in squadrons, refreshed at La Margarita, and returned via Mona Passage. Sailing time for the round trip ran upwards of 11 weeks. In 1605, the Governor of Nova Andalusia counted the number of smuggling ships that came to the Cumaná salt pans that year: 120 Dutch, 4 English, and 1 French.

—Engel Sluiter, *Dutch-Spanish Rivalry in the Caribbean Area, 1594-1609*, 1948.

68 ILLEGAL MARITIME COMMERCE dominated the Spanish Main, since the colonies could not survive on the goods delivered by the *flota*, the authorized annual treasure fleet from Seville. Josiah Tucker referred to this smuggling as "that prodigious dandestine trade". The Spanish clergy worried that the everyday visits of foreign Protestant traders had become such an intrinsic part of the culture of New Spain that the Catholic faith was being eroded.

—Josiah Tucker, *Four Tracts on Political and Commercial Subjects*, 1774.

69 SOCIALISM. "A system in which property rights in agriculture, commerce, and industry may be assigned or reassigned only by political authorities, rather than transactions in the marketplace."

—Thomas Sowell, *Knowledge and Decisions*, 1996.

70 EVIL. The prevailing counter-enlightenment philosophy today preaches that objective standards do not exist, and thus it is fallacious to label anything as evil, including slavery and genocide. This view is wrong. All historical evidence indicates that standards do exist, are not artificial, do not depend on human assumptions, and have predictable effects whenever humans ignore them. Opinions that ignore Natural Laws are simply wrong.



PAX HISPANICA COMPARED TO OTHER PAX GAMES

by Rogério Nogueira da Costa

As in other *Pax* games, *Pax Hispanica* is about the personalities who shaped the history of a region, and who manipulate national interests rather than the nations themselves. Other kinships include a card market (your arena for actions), a shared map/world, and the struggle to position oneself for victory according to the board state (= political state, using the term used loosely here). But it has some unique features:

The Market (called the philosophy) is auction-driven, and not pay-to-buy. It's a battleground where you jostle to position yourself in one of the four areas where you can get cards without auctions. So, unlike other *Pax*, the market is a geography or landscape where you maneuver and fight. The Market in *Pax Hispanica* is also not as "wide" as the other *Pax* games (4 open cards and 4 hidden cards to choose from).

No comets or topple cards. Victory is determined when your position on the philosophy board (market) and the Caribbean map status are aligned. For example, you can instantly win as the Abolitionist if you are extreme in this position and no slaves remain in the Caribbean.

More negotiation. At a higher player count, negotiations for card trading, land battle support, labor, auctions, surrender, and tribute is the play style necessary to push your agenda. Depending only on yourself or on the luck of the card draw from the Market is often not enough. Deals can get you out of the hole you find yourself in.

Transparent world-building. Your intentions are publicly exposed on the map (similar to *Pax Viking*). You play an active role in building or wrecking the Caribbean. You are not working in the "shadows of empires" such as *Pax Renaissance* or *Pax Pamir*, and aiming to position yourself on the favorable side of the regional victor. In *Hispanica*, the tokens of your color are your property (like *Pax Porfiriana*, but unlike *Pax Ren* and *Pax Pamir*, where they don't belong to anyone and can be manipulated by everyone). You dominate and influence using your own colonies, missions, and ships.

More vicious. Both battlegrounds (philosophy board and Caribbean map) are hostile environments. Be not deceived, your career, your colonies, your cathedrals, and your ships are at risk. Players will actively raid, duel you back to Callow, steal and burn down each other's infrastructure if possible. Hence the importance of dealmaking to defend your settlements, to trade for the Nudge you need, or to get a job, wife, or royal title.

It's not about making money or stealing the most gold. *Pax* games are asymmetric, which means that players have differing goals of their own choosing, and it's not about the VP. It's about leaving the Caribbean in a state that you desire (Emancipated, Independent or sacked and burnt).⁷¹



HOW TO SUCCEED

An Antebellum Guide for Young Professionals

by Marcin Drzewiecki, 43% victory ratio

1. Get Sway = 2 as soon as possible since this is much easier to get than Reach = 2. This is possible by Sway Peerage. This is also possible with a Colony but you need to fortify it early and negotiate with others in the same land zone for mutual defense.
2. Preserve your Tableau by having fleets with the same Nudge (avoids Mutiny) and having no Anchored cards with opposed Nudges (shields against Apostasy).
3. If your opponents have PRIVATEERS consider the Colonialist deck which has 25% Letters of Marque. A PRIVATEER may dislodge a Chest by Legal Export from any Colony during the *Pax Hispanica*.
4. When placing a Visita, avoid kidnapping by looking at the calendar to see when Chests will be placed. Have Colonies or negotiated allies nearby, and educate them with Literacy as soon as possible.
5. Save your Colonies & Missions from plunder by putting them in the same land zone.
6. Without a fleet you will be left broke with no Havens, which makes it hard to change jobs. Nevertheless, you can win as a missionary by Reach alone.
7. No deck has it all, so a timely change of careers is key to victory. Midlife Crisis is best for this, but consider Debauchery during the 1615 Comet followed by a Nudge into missionary (if you need Reach), royalist (if you have no Peerage), or buccaneer (if you need a fleet and Havens).



HOW TO AVOID DEBAUCHERY

A Guide for Callow Teenagers

by Rogério Nogueira da Costa

1. Your first goal is to get a job by 1600, without being picky about which job.
2. Unless you hold a marriage Haven Card, consider bidding everything for a card with a Nudge suitable for attaining a Profession (if late in Player Order) or for a viable Peerage (if early in Player Order). A Peerage is almost as good as a job.
3. The first two auctions (1599 & 1603) are zero-sum contests. If you auction a card enticing for those later in Player Order, you gain the cash to buy a subsequent auctioned card. If you are late in Player Order, and your opponent's bids were all paid to the Pool, then you should be able to pick any card in the Market cheaply.
4. Unless you are the Spanish, you need to win an auction in 1599 or 1603 to cash in on the Amsterdam Entrepôt. If a card you obtain in 1599 has multiple useful Actions, consider saving it for the 1604 Entrepôt.
5. If your Nudge isn't enough to get into a Profession, first play a Haven Card for its Sword Fight, Romance, or Peninsular Marriage. This combination play should get you Professional, but can you keep it?
6. Pay attention to the Nudges acquired by players late in Player Order (e.g. Dutch & Courland) who would Duel or Sword Fight for your job. Stay clear of them by avoiding their likely career paths.

⁷¹ THE NEXT GAME IN THE PAX SERIES. *Pax Hispanica* is a prequel to *Pax Emancipation*. In this cooperative game, set in the Enlightenment Era of the 18th and 19th centuries, players are private, political, and religious activists whose goal is to make slavery illegal worldwide. Assuming *Pax Hispanica* is a commercial success, I will attempt a companion game detailing the further ideological struggles of the New World nation of Hispanic States of America, paralleling USA events such as the Civil War, the New Deal, women's liberation, etc. As in other *Pax* games, the actors will feature makers (merchants and bankers) responding to the aggression of takers.

GLOSSARY OF CAPITALIZED TERMS

Abolition. The most Righteous *extremist position* (G2) on the Philosophy board, and also one of the four *victories* (G3c). You win if you are an *Abolition extremist* (B5e) and you have at least 1 Peerage and no Slaves exist on the map. *An Abolition victory issues an official emancipation proclamation making slavery illegal throughout New Spain.*

Action (D3c). An icon in the left column of a card (B6b, B7e), which may be performed as the card is played. Nudge is mandatory and is not an Action. See Rosetta Stone for all Action icons and effects.

Action Limit (D3c). The maximum number of Actions performed per card played. This number is equal to your Sway.

Anchor (D3d). If you play an Action with the *anchor icon* (B7d), place its card into either the Ship or Peerage Slot on your Playmat. An Anchored card is part of your Tableau.



Battle Card (B8). Used to resolve multiplayer *land battles* (E5e) and *sea battles* (F2).

Bible. This token, representing a missionary, can either be in your reach column, stored on an Anchored Royalty Card, or on a Tribal Site. If on a Tribal Site, it is a Visita, unless stacked with a Cathedral.



Callow.⁷² A Figure in 1 of the 5 *Callow spaces* (B5a) on the Philosophy board. You cannot perform Professional Draw if you are Callow.

Captain. One of the 14 Haven Cards provided in the “Promo 2 Captains” deck (sold separately).

Cargo. Each Galleon can carry either one Meeple or one Chest token, plus any number of Relics. Load it onto the Galleon token.



Cartography.⁷³ (player orange ability). Due to the quality of their maps, up to 3 Haven Cards do not count against the Dutch Hand Limit.

Cathedral (E4b). A type of Mission consisting of a Bible surrounded by a Cathedral token.⁷⁴ If vacant, it is *refreshed* with a Citizen during the *goods year* (D1b). Cathedral ownership is indicated by the color of its Bible.




Chest. A Treasure token produced as Goods in D1e and loaded as in F4 or F5. If you sail a Chest to EUROPE using a PLUNDER or SMUGGLER fleet, you exchange it for \$4 stored in your Coffers. If you sail it to EUROPE using a CONQUISTADOR or PRIVATEER fleet, you must place it into the War Coffers and you gain \$2.





Historically each Chest is worth a million ducats or 25,000 doubloons.

Citizen.⁷⁵ A Meeple of a player color. Citizens are Strength 1 each, cannot be enslaved, and are not removed with the production of Treasure Chests.

- **Refugees.** A Citizen may be employed at any Colony, or reside at any Cathedral, even if that Colony or Cathedral is a different color.
- **Revolt or Ransom.** A Citizen lost in a *land* or *sea battle* is either Ransomed or generates a Tax Rebel , located (if land) per *rebellious spread* (E5f) or (if sea) at a vacant Rebel Site of the pirate's choice.

Coffers (B4f). An area on your Playmat to store your dollars and Relics. This is public information. The *War Coffers* (B5h) store Chests which do not belong to any player and are permanent.

Colony (E1).⁷⁶ A disk on a *Colony Site* (B1d), located in both a land zone and a sea zone. It has a Strength of 1 in a *land battle* (E5). If a Colony is surrounded by a *fort token* , it is a fortified Colony with a defensive Strength of 2. If a Colony is *vacant* (it has no Meeple) during *Colony dieoff* (D1d) it is Discarded, along with its fort and Treasure if it has any. The game starts with 8 Spanish Colonies. The other players can found Colonies on Squatter Sites. See Part E.

Colony Card. One of the four types of *Market Cards* (B4), which, if played for its Disk Action , founds a Colony (E1).



Conquistadores. One of the 14 Haven Cards provided in the “Promo 1 Conquistadores” deck (sold separately).

⁷² CALLOW means young and inexperienced. The 17th century Caribbean offered opportunities for industrious youths to become rich quickly, either as deckhands on a daring smuggler or privateer, or managing a plantation with high yield crops such as cane sugar (although significant investment was needed to obtain high returns from the sugar export economy). For those both pious and courageous, and who believed in the dignity of each human, could live as a missionary among the Amerinds or maroons, learning their language and teaching them how to read and write along with the word of God.

⁷³ CARTOGRAPHY PUBLIC & PRIVATE. In the Spanish Empire, sea charts and other details of navigation were regulated as state secrets by the *Casa de la Contratación*. This massive bureaucracy maintained the *padrón real*, a master pattern chart kept under lock and key in Seville. By law all sales of the *padrón real* needed approval, and could not be shown to persons other than citizens of Castille. Since this pattern chart was updated infrequently by the royal chartmaker, it was always out of date. Bound by law to only carry the officially stamped exact copies of the *padrón real*, pilots would resort to double record-keeping, carrying both a hidden copy upon which corrections were made, plus an official copy with which to show the royal inspectors. At first, the esteemed Dutch map-making tradition followed this pattern. As late as 1621, as the Twelve Years' Truce drew to a close, the manuscript maps made by Zeeland skipper Dierick Ruyters were maintained as state secrets by the Dutch West India Company. During the Golden Age of Dutch cartography however, monumental multi-volume world atlases were privately published by map-making firms such as Lucas Waghenar, Joan Blaeu, Jan Janssonius, Claes Janszoon Visscher, and Frederik de Wit. Produced by open competition, these were the best nautical maps in the world. Even Spain was forced to start to license private cosmographers and chartmakers, such as Jerónimo Martín. —Alison Sandman, *Spanish Nautical Cartography in the Renaissance*, 2007.

⁷⁴ CATHEDRAL. This represents an autonomous “state within a state”, such as the Jesuit reductions established with approval of the Spanish Crown beginning early in the 17th century. Jointly led by both the Jesuits and native *caciques*, the reductions achieved both a high degree of autonomy within the Spanish colonial empire and economic success. They also formed a sanctuary from the slave raiders. The reductions among the Guarani of South America set up their own militia that provided an effective defense against the Portuguese slavers, as dramatized in the 1986 film *The Mission*. The reduction experiment came to a premature end with the expulsion of the Jesuits in 1767.

⁷⁵ CITIZEN. This concept, as refined by the Enlightenment based on the Roman concept of citizenship, defines the moral basis for the officials of a nation state to protect the individual rights of its inhabitants. Each person is born a citizen by their nature of possessing the uniquely human consciousness, which is the basis of “all men are created equal by Natural Law”. Citizenship as based on Natural Rights revealed slavery to be immoral, but runs counter to citizenship defined as something granted by bureaucrats.

⁷⁶ COLONISTS. This game tells the story of refugee immigrants arriving on tropical shores. There is something inharmonious about the image of austere Puritan pilgrims living on an exotic tropical island. And yet, in 1629, one John Winthrop, a devout forty-something country squire, was being urged by his friend the Earl of Warwick to take charge of the Puritan colony on the island of Old Providence, off the Mosquito coast. The previous Christmas, Warwick had provided £2000 to secretly dispatch two ships for the Caribbean under letters of marque. “The aim and desire above all things,” wrote Warwick, “is to plant the true and sincere Religion and worship of God, which in the Christian world is now very much opposed.” It was a pivotal moment. Charles I had angrily dismissed Parliament, which would not meet again for eleven years. As a result, Winthrop had lost his government job, and seen his Puritan friends sent to the Tower. He was ripe for a new life, but he ended up in the Bay Colony in Massachusetts, not the Caribbean. A wise choice. His leadership on the mainland colony would become part of the character of the United States, whereas the southern colony on Old Providence was fated to be discovered and viciously dispersed by the Spanish. And yet, even today the island natives there have blue eyes and speak English. These “indigenous” Anglos of Old Providence are currently involved in a heated culture war with the government of Columbia, which claims the island and is expending much effort to acculturate it.

Debauchery (D2c). Excessive booze and womanizing, which in this game results in being bludgeoned for an involuntary Caribbean cruise as a shanghaied crew member. For your *auction year* (D2), draw 3 Haven Cards and \$1 in wages. If you are Professional, additionally suffer a Midlife Crisis.

Discard. If a card or token is Discarded:

- **Market Card.** Discard it faceup into the bottom of its draw pile. If a faceup card appears in the draw deck, indicating that the deck has run out of cards, shuffle all the cards in the deck to form a new deck.
- **Haven Card.** Shuffle into the Haven deck.
- **Disk.** If a Colony is Sacked, or a Peerage storing a disk is Discarded, its disk goes into the owner's *sway column* (B4c).
- **Bible.** If a Mission is Sacked in a *land battle* (E5f) or its Indigenous is *kidnapped* (E2a) or a Peerage storing a Bible is Discarded, place its Bible into the owner's *reach column* (B4c).
- **Galleon.** Discard to the owner's Reserves and its Ship Card faceup into the bottom of its deck.
- **Indigenous, Rebel, Chest or Relic.** Discard to the Pool.

Discovery Chit. One of the 10 chits provided in the "Promo 1 *Conquistadores*" deck (sold separately).



Dove. This white token is setup on the calendar per C1b, and may be advanced by a *Dove Action* (→ Rosetta Stone). The game ends at the first *goods year* (D1) after the Dove.

Duel. If a Nudge causes your Figure to enter a spot occupied by another Figure, exchange places (D3b).

77 SEA CAPTAINS. Contrary to depictions of being at the mercy of shipowners, competent mariners set their own conditions, negotiating for pay, seeking better opportunities when they were unhappy and making individual decisions about the voyages and vessels they were willing to work with. Some captains attained their position by rising up through the ranks within the organization, and the organization saw value in that. From the smuggling perspective, this characterization is an important recognition that mariners working on vessels that were engaged in smuggling operations knew what they were getting into and made conscious decisions to participate. Bolstered by an increasingly sophisticated set of skills and tools, these mariners and their choices were the final expression of a much larger history of scientific development in navigation and naval architecture. —Marc Eagle, *Smugglers in the Seventeenth-Century Caribbean: "Forced Arrivals" in Santo Domingo*, 2014.

78 COCOA BEANS were grown mainly in Venezuelan orchards, which exported about 55 cubic meters from 1621 to 1700. Some 82% of the crop was shipped directly (and illegally) to the port of San Juan de Ulúa for the Mexican market.

79 NEW WORLD DYES. The crimson dye carmine is produced from *cochineal*, a scale insect living as a parasite on prickly pear cactus. Believe it or not, these crushed bugs are still used to color colas and lipsticks. The blue dye *indigo* is derived from a tropical shrub related to woad. The leaves are steeped, fermented, and agitated with paddles to oxidize the indoxyl into indigo. Finally the mash is hand-shaped into balls to be sun-dried. Another valued red dye was derived from logwood, a tropical tree. Illegal British logging camps on the Miskito Coast were regularly raided by the Spanish, and the dispersed loggers often resorted to piracy. From this mayhem emerged the modern English-speaking nation of Belize.

80 PATIO PROCESS. This technological innovations changed the production of silver from smelting to amalgamation using mercury (quicksilver). In 1554, Bartolomé de Medina discovered the use of *magistral* (powdered copper pyrite) which made amalgamation of silver ores practical. He mixed a slurry, called the *masa*, of finely-crushed ores, water, salt, and *magistral*. The addition of mercury allowed the freed silver ions to "amalgamate" into a silver-mercury amalgam. One and a half kilos of quicksilver were needed to produce a kilo of silver (although the mercury catalyst could be recovered through heating and then recycled). Weeks or months of repeated mixing and drying, generally on a solar-warmed open patio, were required. His revolutionary method, now called the "Patio Process", caused an order-of-magnitude increase in the mining wealth of New Spain, and was the most important New World invention prior to the 1800s. The increase in the cheap production of silver coins fueled a century of inflation, the so-called "price revolution". Mining success depended upon animal-power: oxen or mules trudging in a circle drove a stamp mill to pulverize the ore and also mixed and dried the *masa*. Success also depended upon the judgement of the master amalgamator. This highly skilled craftsman was often an Amerind. —*Wikipedia*, 2023.

81 SALT, as scraped from pans where seawater has evaporated, is a necessary commodity in the Patio Process (see previous footnote) and in food preservation. The Netherlands depended upon salt in vast quantities for its herring fisheries and dairy industry. Early in its War of Independence with Spain, its traditional sources of supply in France were embargoed, and in 1595 Dutch entrepreneurs exploited the large salt flats near Cumaná in the Spanish Main. Walter Raleigh (player red), during his search for El Dorado, interviewed a local *hacendado* who told him that these "foreigners go to unload, and there (Cumaná) they hold public markets and sell their goods, as if they were on their own land." The items sold included cloth, silks, linen, velvet, and small wares, and payment was in pearls, to a degree that this commodity temporarily disappeared as the local circulating medium. The Spanish governor received a cut of the proceeds. —Engel Sluiter, *Dutch-Spanish Rivalry in the Caribbean Area, 1594-1609*, 1948.

82 SILVER PRODUCTION in Spanish America peaked in 1596, with a total silver export valued at around 7,000,000 Spanish dollars. The royal family gained 1,550,000 dollars, and the remainder was claimed by the *Casa de Contratación* and the *Consulado*. The quicksilver needed to amalgamate this silver was often the Huancavelica mines in Perú. These were worked by *repartimiento* Indians in inhumane conditions until 1542, when the New Laws championed by Las Casas curtailed the *repartimiento* in the interests of preserving the natives. In an attempt to curtail smuggling, the trade prohibition of 1634 shut down the regular transport system between New Spain and Perú. Without Peruvian quicksilver, the silver ores stockpiled at Veracruz were made worthless unless the owners could petition for a special ship to be outfitted. Faced with mine closures and a falling silver production, the king instructed the viceroy of Perú in 1678 to send 2000 quintals of quicksilver to New Spain. But he also increased the numbers of customs officials to inspect the ships for contraband. —*Wikipedia*, 2023.

83 SUGAR BOOM. The introduction of sugar cane from Dutch Brazil in 1640 transformed the economy and landscape of the Caribbean islands. A workable sugar plantation required a large investment and much heavy labor. At first, Dutch traders supplied the equipment, financing, and enslaved Africans, in addition to transporting most of the sugar to Europe. In 1644 the population of Barbados was about 30,000 English, and about 800 of African descent. These English smallholders were eventually bought out and the island filled up with large sugar plantations worked by enslaved Africans. By 1660 the number of slaves (27,000) grew larger than freemen (26,000).

84 TOBACCO BUST. Tobacco, native to the New World, was introduced to Europe by exporters and promoters including Sir Walter Raleigh (player red). The price of tobacco rose steadily as demand grew, but crashed around 1640 due to a huge influx of cheap tobacco from Virginia around 1635. Impoverished farmers turned to sugar instead, and with Dutch investment the sugar boom (previous footnote) was underway.


El Patron. The leftmost *extremist position* (G2) on the Philosophy board, and also one of the four *victories* (G3e). You win if you are an El Patron extremist and you have either 3 Peerages (in 1, 2, or 3 player games) or 2 Peerages (in 4 or 5 player games). A Relic in your Coffers counts as a Peerage. *This victory means that you become the godfather of a Spanish Main reduced to anarchy, thriving in the lapses of civilization.*

Figure (C2b, C3g). A standee token on the philosophy board (to indicate career) and the Player Order track (to indicate Player Order).



Flagship. The Ship Card positioned in the Ship Slot as shown in B4j. You may change this order during your play turn (D3e). Your Flagship's *Seamanship* and *Legality* icons (B7b,c) are used for your entire fleet.⁷⁷

Friendly Port (F4a). A Colony of your color that is not in a rebellious land zone. You can load Treasure by Legal Export in a Friendly Port, regardless of the Legality of the fleet (except Spain with a PLUNDER fleet).

Galleon. A ship token placed on the map whenever you perform a Ship Action . You can have a maximum of 3 Galleons, each represented by a Ship Card. Each can hold 1 Cargo (Meeple or Chest), and has a Strength of 1 in a land battle.

Goods (D1e). These icons, depicting cocoa,⁷⁸ cochineal, indigo,⁷⁹ pearls, quicksilver,⁸⁰ salt,⁸¹ silver,⁸² sugar,⁸³ or tobacco,⁸⁴ are shown both on the calendar (B3b) and the land zones (B1f).

Hand Card. Market and Haven Cards held in your Hand are kept hidden from the other players but can be revealed during *negotiations* (G1). They are inactive but can be played or sold (D3). Outside your turn, Haven Cards in your Hand can be used in *Interdictions* (F1).

Hand Limit. The maximum number of cards you can hold in your Hand. Your Hand Limit is enforced at the end of your play turn, and again at the end of the play year (G1g), and can be exceeded at other times (e.g. auction or sail years). See Sway.

Haven Card (B6). One for each of the 14 *sea zones* (B2b) on the map. Draw one whenever your fleet enters PIRATING for any reason. You also draw one by choosing the Ship or Haven Action, or 3 Havens by choosing Debauchery (D2c). Shuffle Discarded Haven Cards into the Haven deck.⁸⁵

Indigenous. A white Meeple representing Amerind peoples (if at a Tribal Site), or Slaves (if at a Colony or carried as Cargo).⁸⁶



Interdiction. A *sea battle* (F2) against a foe's fleet either entering or leaving a sea zone in which you hold a Haven Card. If you decide to Interdict, Discard the Haven Card into the Haven deck, which is then shuffled.

Jesuits (player blue ability). Your Bibles have a Strength of 1 and cannot suffer *kidnapping* (E2a).⁸⁷

Labor (E2). A Meeple on a Colony. A Colony needs Labor to prevent *dieoff* (D1d) in the next goods year.⁸⁸

Legality (B7b). A rating found on each Ship Card. The Legality of a fleet's Flagship determines if the fleet can initiate a land battle (E5), how it loads Treasure at a Colony other than a *Friendly Port* (F4a), and how it drops off Treasure in EUROPE (F6). There are 4 Legalities: PLUNDER (F5a), SMUGGLER (F5b), CONQUISTADOR (F5c), and PRIVATEER (F5d). See the table below:

Easily missed!

The French Visitas can't be kidnapped even if this would save a French Colony.

LEGALITY TABLE	Friendly Port (F4a) (A Colony of your color not in rebellion)	PLUNDER (F5a, F6a)	SMUGGLER (F5b, F6a)	CONQUISTADOR (F5c, F6b)	PRIVATEER (F5d, F6b)
Initiate land battle	No Strawman Rule: May never attack a Site with tokens of your color (even in a rebellious land zone).	To enslave or attack any Site.	To enslave only.	To enslave, or to attack non-spanish Sites.	To enslave anytime, or attack any Site during War.
Load Treasure	By Legal Export except a Spanish PLUNDER fleet in a Spanish Site.	By Sacking. By Interdiction.	Paying \$1 to the Colony owner. By Interdiction.	Non-spanish Site: Sacking. Spanish Site: Legal Export. By Interdiction	During War: Sacking. During Pax: Legal Export. By Interdiction anytime.
Unload Treasure	All Treasure is unloaded in EUROPE.	Gain \$4 per Chest, added to your Coffers. Each Relic can either go to your Coffers (as \$8 or 1 Relic), or to the War Coffers (as 2 Chests).			

85 PIRATE HAVENS. One of the most notorious pirate sanctuaries was the desert island of Curaçao, seized by the Dutch West India Company (WIC) as a naval base in 1634, with Peter Stuyvesant (player orange) as its director. A center for laissez-faire free trade, it quickly became a continual irritant to the Spanish royals as the major Caribbean entrepôt. Prices of illegal wares at Curaçao were 45 percent cheaper than those of legal Spanish imports. On its dark side, after the 40 Conspirators shut down the Portuguese *asiento* (slave import monopoly) in 1640, Curaçao became a major slave entrepôt at the moment that slave-based sugar production first developed in the archipelago.

86 THE PRISTINE MYTH. "The idea that the Americas in 1491 were an almost untouched, even Edenic, land" is a myth. In Amazonia for instance, the Indians built roads, causeways, canals, dikes, reservoirs, mounds, raised agricultural fields, and seasonally maintained and expanded the grasslands by regularly setting huge areas on fire. But by the time the Europeans arrived, these sites were many decades abandoned, their caretakers long since dispersed by New World diseases. "...today's (Amazon) forest is the product of a historical interaction between the environment and human beings - human beings in the form of the populous, long-lasting, Indian societies..." -Charles Mann, 1491, 2006.

87 JESUIT MISSIONARIES. Throughout the Caribbean, the Society of Jesus (a counter-reformation religious order) armed the Caribs and other indigenous against Colonial incursions, formed militia in Jesuit reductions for defense against slavers, and in general defended the rights of Amerinds, in stark contrast to those who preached that servitude is next to godliness. "We work for justice. The Indians need to be freed from the slavery and harsh personal servitude in which they now exist. In justice they are exempt from this by natural, divine, and human law." -Roque González y de Santa Cruz SJ, Card M23, martyred in 1628.

88 SUGAR REVOLUTION. Settlers in the Caribbean initially planted crops that required little infrastructure, such as tobacco, ginger, or cotton. Later, they often switched to sugar. Sugar production required not only slaves and animals but also a considerable investment for mills, boiling houses, and distilleries. Yields in the 17th century averaged a ton of sugar and 33 gallons of rum per acre. A 2000 acre lot worked by 500 slaves and 100 mules, could net 100 kilo-ducats per year (one game gold piece per turn). It required an investment of 800 kilo-ducats for the windmills and stone buildings, and another 200 kilo-ducats for the slaves and livestock. Livestock both fertilized the fields, and powered the iron rollers of the mill if the wind was not blowing.

89 LOYALIST. Throughout the many Wars of Secession in the Americas, those fighting for the king were called Loyalists and those for independence were called Patriots. The increase in peacetime piracy and commerce raiding throughout this period is not due to criminal opportunism, as depicted today by cinematic rakish actors accompanied by swashbuckling feats, but more due to ideological protests against mercantilism and the suppression of free trade by the royals. The tensions between colonial loyalists and patriots on the eve of the American Revolution is dramatized by the novel *Johnny Tremain*, written in 1943 by Esther Forbes. The hero of the novel is a young silversmith apprentice working in Boston in 1773. Like the lads in *Pax Hispanica*, Johnny must choose between his loyalist heritage or the patriots of the independence movement. Monarchism remains popular, witness the success of *The Lion King*, *Lord of the Rings*, *Dune*, *Game of Thrones*, and Disney princesses.

90 THE WISE MERCHANT (Mercator sapiens). This is the name of an address given in 1648 by Caspar Barlaeus, a Dutch Remonstrant and Humanist. "Barlaeus articulated a conception of capitalist pragmatism rooted in Christian humanism that supported the new nation's territorial growth and economic gain. He advocated that a merchant's self-interested pursuit of wealth for honorable purposes - not greed or avarice - provided the foundation for a self-interested morality that in turn was the foundation of good leadership and a just society." -Elizabeth Sutton, *Capitalism and Cartography in the Dutch Golden Age*, 2015.

Tip: If your first Ship is SMUGGLER, CONQUISTADOR, or (during Pax) PRIVATEER, you can collect Treasure from the Spanish Colonies. But it's PLUNDER, grabbing Spanish Treasure is impossible without either more Ships, or support from Rebels and non-spanish Colonies. (Remember, pillage then burn)!

Legal Export. Loading Treasure without paying fees or fighting a land battle, if allowed per F4a, F5c, & F5d. Legal Export of Relics is limited to *Friendly Ports* (F4c). Smuggling and plundering are examples of illegal Treasure export.

Loyal. How far up or down the Philosophy board your Figure is.⁸⁹ The most Loyal is the Figure that is the furthest down (compared to the other players), with Player Order breaking ties. The least Loyal is the Figure that is the furthest up, again with Player Order breaking ties. Loyalty defines Player Order during Pax and is a requirement to play some Peerage Actions.



In a 3-player game, Figure C is the least Loyal, and Figure A the most Loyal if Figure A is ahead of Figure B in Player Order.

Market Cards. These cards start in one of 4 decks: *Colonies*, *Missions*, *Royalty*, or *Ship* (C2a). You take them into your Hand in an auction (D2a) and play them for their Nudge and Actions. If you perform an *Anchor Action* (D3d), play its Market Card into one of your Playmat Slots.⁹⁰

Meeples. These tokens are either Indigenous (white) or Citizens (5 player colors). A Meeple on top of a Colony is Labor. If on top of a Bible, it establishes a Visita or Cathedral.



Mercantile (player green ability). Due to Courish neutrality, your fleet moves instantly from Europe to Pirating once per sail year.

Easily missed!
The national ability "Mercantile" has nothing to do with Mercantilism.


Mercantilism. The value of the *Mercantilism dice* (B5b).

It indicates the maximum Reach and Sway available to all players.⁹¹

You may adjust this by 1 step if you add any number of Chests to the War Coiffers. *Thematically, the higher the dice pips, the fewer the mercantilist regulations, with 1 = totalitarian and 6 = laissez-faire.*



Midlife Crisis.⁹² This moves your Figure to the unoccupied *Callow space* (B5a) of your choice. You suffer Midlife Crisis one of three ways:


- **Nudge.** Your Figure is nudged into the realm labeled "MIDLIFE CRISIS or pay \$1" (B5c), and you fail to prevent it by paying \$1. Your Figure stays where it is.
- **Debauchery.** If you are Professional and choose Debauchery during your auction year (D2c), which can't be avoided by paying \$1.
- **Disgraced.** Your opponent plays the Excommunication Action  against you (see Rosetta Stone), which can't be avoided by paying \$1.

Tip: Victory depends on having various sorts of map units and Tableau cards, which are hard to obtain if you are in the wrong Profession against a rich opponent. If in a dead-end job, a Midlife Crisis can send you back to being Callow, whereupon a Peninsular Marriage or Sword Fight can launch a better career. Thus an aging royalist can become a rapacious pirate, productive colonist, or a religious fanatic.

Mission (E4). A Bible on the map. It starts as a Visita, but if a cathedral token is added, it becomes a Cathedral. A Bible has a Strength of 0. Once upgraded to a Cathedral it produces Citizens and Citizen Labor.





Easily missed!
Ownership of a Cathedral is indicated by its Bible's color.




Mission Card. One of the four types of *Market Cards* (B4), which if played for its Bible Action , establishes a Mission (E4).




Mutiny. If you have multiple Ships, Discard the ones with a Nudge differing from your Flagship's. This happens if your Figure is nudged, but it cannot move in that direction because it would take you off the track into the realm labeled "MUTINY" (B5i). Unlike Midlife Crisis, you cannot pay to avoid. If a card's Nudge causes Mutiny, discarding occurs before anchoring the card.

Nudge (B7a) is an icon in the upper right corner of each Market Card that indicates a direction, either up , down , right , or left . Whenever you play a Market card, you must move your Figure on the Philosophy board by one in the direction of Nudge. If the Nudge would cause it to leave the track, then you suffer either *Mutiny* or *Midlife Crisis*. If you are Nudged into an occupied space, a Duel will occur in which your Figure exchanges places with the incumbent one.

- **Politics.** The Nudge of a card on your Playmat indicates its political leaning. Some game effects such as Mutiny or an Apostasy Action (, Rosetta Stone) might make you lose cards from your Playmat depending on their Nudges.
- **Extremist.** If a Figure in an extremist position (G2a) is nudged into even more extreme, nothing happens and the Figure does not move.
- **Haven.** These cards have no Nudge.

Tip: The most common Nudge is up (33%).
The least common Nudge is left (20%).

Omen (B3a). These events occur at the beginning of a particular year (see Section D), as noted on the calendar. They are:

- **40 Conspirators** (1638). Cost of Employees is \$2 instead of 1 for the rest of the game. *Loss of Iberian Union halt legal slave imports.*⁹³
- **African Slaves** (1634). No more *slave attrition* (D1f) for the rest of the game. *Legal slave imports increased from the Portuguese asiento.*
- **Alcabala 6%** (1630). In Player Order, each player may place 1 Tax Rebel . *The alcabala (Spanish sales tax) increased to 6% causing a wave of violence and protests throughout New Spain.*⁹⁴
- **Amsterdam Entrepôt** (1604).⁹⁵ All players have a Sway of 3 this year (ignoring Mercantilism).
- **Comet** (1615, 1616). All players have a Reach and Sway of 1 for these years. *This triple comet caused superstitious hysteria.*
- **Debasement** (1624). For the rest of the game, Market Cards can be Discarded but not sold (D3f) except by the Black Market Action. *Introduction of the copper vellón coinage by Philip III (1599) caused inflation that eroded savings for big projects, such as Colonies and Missions.*⁹⁵
- **El Dorado** (1598). No Debauchery & all Ships must Reconnaissance. *The legendary City of Gold in the Orinoco River fruitlessly preoccupied the adventurers of many nations.*

Easily missed!
Players must play down to a Hand Limit of 1 in 1616.

⁹¹ MERCANTILISTS. "The purposes of the mercantilists were not the same as modern economists. Mercantilists were concerned with increasing the power of their own respective nations relative to other nations. Their goal was not the allocation of scarce resources in a way that would maximize the standard of living of the people at large. Their goal was gaining or maintaining a national competitive advantage in aggregate wealth and power over other nations, so as to be able to prevail in war, if war occurred... A board of gold was ideal for their purposes... The most fundamental difference between Adam Smith and the mercantilists was that Smith did not regard gold as wealth. The very title of his book - The Wealth of Nations - raised the fundamental question of what wealth consisted of. Smith argued that wealth consisted of the goods and services which determined the standard of living of the people - the whole people, who to Smith constituted the nation. Smith rejected both imperialism and slavery - on economic grounds as well as moral grounds..." - Thomas Sowell, *Basic Economics*, 2015.

⁹² MIDLIFE CRISIS is a psychological awakening triggered by a sense of mortality and lack of accomplishments in one's life. This was the theme of *Don Quixote*, written by Spanish writer Miguel de Cervantes and possibly the most read novel in Western literature. This romantic tale of an idealistic knight who jousts windmills was published in two volumes in 1605 and 1615.

⁹³ 40 CONSPIRATORS separated Spain and Portugal in late 1640, resulting in the loss of the Portuguese *asiento* and the Spanish source of legal African slaves for 12 years. This raised the price of labor throughout the colonies.

⁹⁴ ALCABALA was the royal sales tax. The increase of the *alcabala* to 6% was levied in Mexico in 1635 to finance the *Armada de Barlovento* fleet. This Spanish fleet protected the American colonies from pirates and European warships.

⁹⁵ AMSTERDAM ENTREPÔT is the Dutch system of free trade. Although the Dutch Republic was a small region without resources fighting for its independence from Spain, its rejection of mercantilism and protectionist laws allowed it to dominate world trade and launched the Dutch golden age. The Dutch merchants and smugglers were so essential to foreign economies that the Dutch black market was tolerated, not only in the Spanish Main, but even in the Iberian Peninsula, the very nation at war with the Netherlands. With one notable exception, King Philip decided not to interfere with the illegal Dutch merchantmen, even though their profits helped fund the independence effort.

- **Hurricane** (1621). Any fleets that are interdicted instantly sink along with their Cargo this year. No sea battle occurs.⁹⁷
- **Malaria** (1627, 1643). Each Citizen employed at a Colony becomes a Slave unless somebody pays a dollar.⁹⁸ If Spain is not in the game (C3a), his Colonies are immune to Malaria.

Parrot. The scarlet macaw token on the calendar indicates which year is being played.



Pax. A year that is not in War, as marked with white *stripe* (B3c) ("pax" means "peace" in Latin). It affects Player Order and PRIVATEERS.

- **Rebellious land zones** (E6) are always at War.
- **During Pax** (E5a), PRIVATEERS may not initiate land battles. See Legality Table.

Peerage. Choosing a *Sway* or *Reach Peerage Action* (see Rosetta Stone) confers a title of nobility and honor (B7g), along with a Peerage Ability. This Anchors the Royalty Card and stores a disk or Bible token on the card. Up to 3 Royalty Cards can be stored in the *Peerage Slot* (B4h).

Peerage Ability (B7f). A special rule printed on your Anchored Royalty Cards, which becomes active for you after you Anchor Peerage. Peerage Abilities are detailed below:

- **ADMIRAL** (least Loyal). Your Seamanship is always the best. Your Reconnaissance gains \$1.
- **AGENT** (least Loyal). Your Sway is not limited by Mercantilism. Gain \$2 for each Rebel you attack (not cumulative with GOVERNOR).
- **ARCHBISHOP** (most Righteous). You can repopulate your vacant Cathedrals at the start of any year.
- **ASIENTO** ⁹⁹ (There are 2 of these, the Spanish one is most Loyal, & the Dutch one is least Righteous). Your Flagship can announce any Legality effective for the entire sail year.

- **CABAL** (least Righteous). You gain the *national ability* (B4b) of all other players in the game.
- **CAPTITANIA GENERAL** (most Righteous). If you initiate a land battle, you win ties. Can sell Haven Cards for \$1 each.
- **CONSPIRATOR** (least Loyal). Your Tax Action can be Excommunication instead. Your Debauchery yields \$2 instead of 1.¹⁰⁰
- **CRYPTO-PAPIST** (most Righteous).¹⁰¹ Your opponents are considered to have no Peerages if attacked by excommunication.
- **DIPLOMAT** (least Loyal). You are immune to Sword Fights & Duels (see glossary). *Represents an ambassador's démarche.*
- **DUKE** (least Loyal). Any of the Actions on your Haven Card are possible even if not Callow.
- **GRAND INQUISITOR** (most Righteous). Immune to Apostasy Actions. Discard this card if you choose Debauchery.
- **GOVERNOR** (most Righteous). Your Colonies start with a *fort*. Gain \$2 for each Rebel you attack (not cumulative with AGENT).
- **GRANDEE** (most Loyal). Gain a \$4 reward instead of \$2 when adding a Chest to War Coffers.
- **INCA of the CALCHAQUIES** (least Loyal). If you initiate a buried treasure auction, skip bidding & buy the card for \$2.
- **KNIGHT** (most Righteous). Your Sword Fights can target a Figure 1 space diagonal from your Figure. *You shoot with a crossbow.*
- **LORD** (most Righteous). Your Tax Action takes dollars up to the Mercantilism number instead of \$1.
- **MAN in the IRON MASK** (least Loyal). During a play year, can Discard this Peerage & pick 1 opponent's Peerage to Discard.¹⁰²
- **MAROON KING** (least Loyal). Consider non-slave Indigenous your Citizens in land battles, but you can't enslave or kidnap.

⁹⁶ RUNAWAY INFLATION. By using bimetalism to debase the Spanish currency, Philip III used cheap metal to pay off debts incurred with expensive metal. Naturally this caused inflation, the so-called "price revolution" of the 17th century in which inflation exploded to 1 to 1.5% per year. Are you surprised that inflation less than 2% is "runaway"? After the Sun King left France utterly bankrupt, the Controller General of Finances formed the Mississippi System, which not only held a monopoly of colonial trade, but further had exclusive right to issue banknotes, which legally had to be accepted for the payment of taxes. Although fully backed by gold at first, as devaluation dropped the reserve ratio to 12.5%, huge amounts of money were created. Stockholders became millionaires overnight, but the price of real estate and consumer goods increased three or four fold before the "Mississippi bubble" crashed in 1720. Defining inflation as the increase in the supply of money without a corresponding increase in goods and services, anything that increases the supply of money causes inflation. But hyperinflation can only be caused by greedy regimes using paper fiat money to print their way out of debt by irredeemable paper money. Despite the claims of Keynesians, Economics is a science and Laws of Economics cannot be surmounted by willpower alone. —Mursa & Ifrim, *The Mississippi Bubble (1719-1720), an "Austrian" explanation*, The Indispensability of Freedom Conference, 2019.

⁹⁷ HURRICANE. The Spanish *flota* was sunk in the Florida Keys by the powerful 1622 hurricane season. In the 1980's, it was discovered and recovered by the chicken farmer and treasure hunter Mel Fisher. The treasure was worth hundreds of millions of dollars, but Fisher had years of litigation with greedy Florida bureaucrats before he could realize any profit from his twenty-year investment in the search. Visit the Mel Fisher Maritime Museum in Key West.


⁹⁸ MALARIA, a zoonotic (mosquito-borne) disease perhaps responsible for more human deaths than any other specific cause, continues to this day to kill around a million people annually. This pandemic significantly lowers the life expectancy of equatorial nations globally, yet gets very little attention in the West compared to diseases with little impact on life expectancy such as COVID-19. Malaria was accidentally introduced to the Caribbean by African slaves. Like the other diseases that hitchhiked across the Atlantic, malaria decimated the Amerind peoples. But malaria also decimated Europeans as well, only Africans had some degree of resistance to this parasite.

⁹⁹ ASIENTO DE NEGROS. From 1615 to 1640 Imbangala mercenaries overran the African nation of Angola, capturing slaves which they sold to Portuguese slavers. The slaves arriving in the Spanish Main were 85% Angolan, mainly in Veracruz and Cartagena. After the 40 Conspirators succeeded in 1640, dissolving the Iberian Union, Portugal and Spain became two countries under different monarchs. This suspended the *Asiento de Negros*, then held by the Portuguese shipper de Elvas. Without an *asiento*, slaves could not be legally imported to the Spanish Main from 1640-1651. The Dutch WIC acquired the *asiento* in 1675, and dominated the slave trade for over a century.

¹⁰⁰ POPE CLEMENT VIII, the reigning Pope at the start of this game, was responsible for the execution of many innocent people, including the youthful noble Beatrice Cenci (beheaded in 1599 for murdering her abusive father) and the Giordano Bruno (burned at the stake in 1600 for sins including supporting the Copernican heliocentric theory). He also pursued strict measures against Jews, and personally confiscated the property of many of his victims.

¹⁰¹ THE GUNPOWDER PLOT is remembered in England as Guy Fawkes Day, with the burning of effigies and fireworks. On a November day in 1605, the cellars of Westminster palace were found to contain a huge mass of black powder well hidden under firewood. The bomber, caught red-handed, was a Catholic zealot named Guy Fawkes, a dashing mercenary with munitions experience in the Low Countries on "firing the slow train". He confessed his intention to blow up the Palace while the King, the royal family, the Lords, and the Commons were assembled for the opening of Parliament. His motive was to protest the reinstatement of the Elizabethan anti-Catholic laws. Despite liberal application of manacles and rack, Fawkes failed to name his co-conspirators, or to implicate the Church or the Jesuit-general who learned of the plot in the confessional. The Gunpowder Plot had a bloody aftermath. Fawkes was hanged, the other primary conspirators were killed while trying to flee to France, and Parliament executed dozens of innocent priests and imprisoned thousands of Catholics.

¹⁰² MAN IN THE IRON MASK. This unidentified prisoner of state was arrested in 1669 and held for 34 years during the reign of King Louis XIV of France. His face was kept hidden under a mask, an iron mask as fictionalized by Alexandre Dumas in his *Three Musketeers* saga (featuring Cardinal Richelieu (player blue) as an archvillain). Dumas speculated that the prisoner's face had to be kept hidden because he was the king's identical twin brother. Others speculated that he was the king's actual father freshly immigrated from the colonies, which would explain the king's "miraculous birth". Either way, his existence would have challenged the legitimacy of the king's reign, thus he is treated as a "Relic" in the game, who can foil the peerage of others.

- **MERCHANT GUILD of SEVILLE** (most Loyal). You can have a 4th Ship Anchored (use the black Galleon).¹⁰³ You must Discard down to 3 Ships if you lose this Peerage.
- **PATROON** (least Loyal).¹⁰⁴ If Mercantilism is lowered (by anyone), you can add a Tax Rebel  to any vacant Rebel Site.
- **PROTECTOR of the INDIANS** (most Righteous). In a land zone with your Colony, vacant Colonies are not allowed to kidnap (D1c).¹⁰⁵ This includes your own Colonies!
- **PROTECTORATE** (least Righteous). Your Reach and Sway are not limited by Mercantilism. *Represents an absolutist military dictatorship.*
- **REALAUDIENCIA** (most Righteous). Gain \$1 from the Pool each time an opponent starts a Colony or Mission.
- **ROYAL EXCHANGE** (least Loyal). On a sail year, you can announce that you are going first or last.
- **STAR CHAMBER** (most Loyal). The Mercantilism value cannot be changed without your permission. *Represents arbitrary abuse of judicial power in the english courts.*

Peerage Qualification (B7i). To be qualified to Anchor a Peerage, your Figure must be the most extreme in the specified direction among all the players. If tied because two Figures are in the same row or column, then Player Order determines both the most and the least.¹⁰⁶

Player Order. Shown by the Figures on the *Player Order track* (B3d) as refreshed each goods year (D1a).

- **War Player Order** proceeds from the most to the least Righteous, with the former Player Order breaking ties.
- **Pax Player Order** proceeds from the most to the least Loyal, with the former Player Order breaking ties.


Tip: Being early in Player Order has the advantages to take Treasures while others are in EUROPE, can secure profitable Sites with Colonies, Missions, or Labor, and can make preemptive attacks to reduce enemy Strength. Being late in Player Order can maneuver on the Philosophy without fear of subsequent Sword Fights and can steal jobs without retaliation for 4 years.

Playmat. Each player uses this to store their Ship and Peerage cards, as well as their cash and Treasure. Two *columns* (B4c) on your Playmat track their Sway and Reach (as limited by Mercantilism). National Ability is listed.


Pool (C3h). A storage area, including the bank,¹⁰⁷ for tokens not in a player color.

Profession. One of the 4 *tracks* (B53) on the Philosophy board: colonist (up), missionary (right), buccaneer (left), and royalist (down). Each is associated with a deck of Market cards. You have no Profession if you are Callow, but otherwise your Profession is determined by which of the 4 tracks your Figure resides in on the Philosophy board.¹⁰⁸

Professional Draw (D2b). Taking a number of cards equal to your Reach from the deck of your Profession, as an alternative to an auction during D2. To do so, you must be in a Profession. Don't reveal the cards you draw.

Ransom. If a Citizen is Discarded in a land or sea battle (E5c, F2e), its owner optionally pays the victor \$1 in Ransom (this was routine for VIPs in the Spanish Main). Failure to do so generates a Tax Rebel .

Represents bereaved relatives outraged at the negligent crown. In the case of a land battle, this Site must be in that land zone, if it is vacant. Otherwise, the Tax Rebel goes into any vacant Rebel Site its owner chooses.

Reach. The number of cards drawn during a Professional Draw. This is equal to the highest number visible in the *reach column* (B4c), or the current Mercantilism, whichever is lower. Reach increases by Bible and Reach Peerage Actions  and decreases with *missionary martyrdom* (E2a) or loss of a Peerage that stores a Bible.

Tip. Reach is important to increase the cards in your Hand, which is always a good thing. The fastest way to gain Reach is to build Missions, but locate them where they will not be quickly kidnapped. Anchoring a Reach Peerage also improves Reach.

Rebel (E6). A *Rebel* token on a Rebel Site. It can be on its Slave side or its Tax side. A Rebel adds 1 Strength to a fleet attacking other targets in that land zone. A Rebel is created in a land battle per E5f, or by the Slave Revolt, Tax, and Tax Revolt Action icons and the Alcabala 6% Omen.

¹⁰³ WARSHIPS VS. MERCHANTMEN. To minimize costs, merchantmen often sailed with the minimum number of crew needed. Because they were few, they needed to be professionals with a well-rounded seamanship skill set. In contrast, naval vessels needed to man guns while still swiftly adjusting sails underway to maneuver in battle, as well as provide a level of redundancy for possible losses - all of which meant manning ships with much larger crews, including conscripts and drunks rounded up by the press gangs.

¹⁰⁴ PATROON was a Dutch landowner granted extensive privileges similar to those of a landlord under medieval feudalism. These privileges were granted by the chartered West India Company to its investors in order to promote its colonies. A patroon could judge within his territory, appoint local officials, and hold the land indefinitely. Formally answerable to the director-general of the colony, in practice patroons acted autonomously. As a condition, he had to establish a settlement with at least 50 families within four years. These settlers had to pay the patroon for the use of the land in the form of goods, services, or money.

¹⁰⁵ PATRIOT-SLAVE ALLIANCE. This ability anticipates a decree Simón Bolívar issued in Venezuela on June 2, 1816, declaring that any slave who joined the revolution would be granted their freedom. Bolívar eventually received support from both Indigenous and African slaves in Venezuela, Colombia, Ecuador, Perú, and Bolivia, who were important in the success of those Independence movements. -Robert Kasten, 2022.

¹⁰⁶ PEERAGE is favored by the socialist/protectionist economic policies called "rent seeking", which distribute economic rewards on the basis of privileges conveyed by the state. This is the opposite of capitalist profit-seeking in which people must risk their property in open market competition. "Spain, burdened by rent-seeking, never built the institutions conducive to economic success and neither did most of its colonies. The colonies eventually broke free of Spanish rule but not from the rent-seeking culture. Consequently, they remained economic backwaters until the last two decades of the twentieth century." "Many records exist documenting the sale of offices. ... the post of measurer of the mint in Mexico was sold in 1584 for 130,000 pesos, 60,000 down and two equal annual installments of 35,000. The same post at Potosí... was sold in 1656 for 124,000 pesos, one-half cash on the spot and the rest in three annual installments. ... What we would call corruption was simply the way the system operated." -Paul Craig Roberts & Karen LaFollette Araujo, *The Capitalist Revolution in Latin America*, 1997.


¹⁰⁷ THE POOL represents the Bank of Amsterdam. Founded in 1609, the *Wissbank* was the strongest financial institution in Europe. Dutch currency was sought and trusted everywhere.


¹⁰⁸ NUDGE & RELIGION. In the century of European religious wars, nudging right shifts your standpoint towards Catholic reformist, while nudging left is Protestant. Nudging up is freedom and tolerance, while nudging down is loyalist. During the English Civil War and the Protectorate dictatorship, Nudge up is toward Independents who advocated freedom of religion for non-Catholics, Nudge left is the Presbyterianism favored by Parliamentarians, and Nudge down favors the Anglicanism or the Laudianism of the royalists. In France, an up Nudge represents disaffected nobles defecting to the Huguenots, or joining the Fronde conspiracy. And in the Netherlands, Nudge left is gomarist and up is remonstrant. Despite the famed Dutch religious tolerance, the gomarist *stadtholder* from the House of Orange (card R01) beheaded his rival, the remonstrant statesman Jan van Oldenbarnevelt, hero of the Netherlands independence movement (card R22).

Rebel Site (B1d). A hex icon is depicted in each of the 10 *land zones* (B1e). A Rebel here makes that land zone *rebellious* (E6).



Reconnaissance (D4b). If, during your sail year, your fleet is in PIRATING but you choose not to move it, draw a Haven Card.

Refugee (D1b). A Citizen that has a color different from its Colony or Mission. A Refugee supports or defends in a land battle per E5b. A Refugee is created if you hire an opponent's Citizen per E2b or if Citizen emigrates per F3b. A Refugee may be introduced anytime you generate a Citizen (e.g. Melting Pot ) but have run out of Citizens of your color. See Token Limits.

Relic.¹⁰⁹ A type of Treasure token. It is created in your Colony by a *Relic Action* ( Rosetta Stone). A Relic can be loaded in the same way as a Chest, except a Relic takes no Cargo space and can never be picked up by Legal Export except at a Friendly Port. Once you import it to EUROPE, add it to your own Coffers as either a Relic token or as \$8, or alternatively contribute it to the War Coffers as 2 Chests. A Relic in your Coffers counts as one Peerage for *victory* purposes (G3b,d,e).




Reserves. An area outside of playmat where you store all the Discarded or unused tokens of your color (disks, Meeples, Bibles, Galleons, Figures).

Righteous. How far right or left on the Philosophy board your Figure is. The most Righteous is the Figure that is the furthest to the right (compared to the other players), with Player Order breaking ties. The least Righteous is the Figure furthest to the left, again with Player Order breaking ties. During War, the Player Order is most Righteous to least Righteous.




In a 3-player game, Figure A is the most Righteous, and Figure B the least Righteous if Figure B is ahead of Figure C in Player Order.

Rosetta Stone. This board depicts all the icons on cards and their definitions. If a capitalized word is the name of an Action, it is defined in the Rosetta Stone.


Royalty Card. One of the four types of *Market Cards* (B4). If Anchored into your Playmat, it confers you with a Reach or Sway Peerage () and stores a disk or Bible.




Sacking. If you win in a *land battle* (E5), the targeted Site is **Sacked**, which Discards its token and disposes of its Meeples per E5f. If there is Treasure, the victorious fleet either loads it or (if it has no Cargo space) Discards it. If a fortified Colony is Sacked, it loses its *fort*  and its Treasure is seized, but its Labor and disk remain.



Seamanship (B7c). A rating found on each Ship Card that indicates the commander's skill in a *sea battle* (F2). "A" is the best, and "Z" is the worst.

Sea Dogs (player red ability, B4b). Due to the reputation of the royal navy, immune to the effects of *Mutiny* and the *Letter of Marque*  Action.¹¹⁰

Ship Card. One of the four types of *Market Cards* (B4). Each has a Ship Action , which if performed places a Galleon into PIRATING and draws a Haven Card (D4e). If a Galleon is sunk in battle, Discard your top Ship Card (the Flagship, see F2e).



Site. A space on the map to store tokens. See Rebel Site, Spanish Colony Site, Squatter Colony Site, Tribal Site.

Slave Labor. An Indigenous on a Colony. Galleons can carry Indigenous as Slave Cargo.¹¹¹

Slave Rebel. Represents self-liberated guerrillas. See Rebel.



Slots. Your Playmat has 2 Slots to store cards. The *Ship Slot* (B4g) can store up to 3 Splayed Ship Cards, and the *Peerage Slot* can store up to 3 Splayed Royalty Cards (B4i). You normally cannot Discard or sell cards in Slots.

Spanish Colony Site. A purple *Colony Site* (B1c) where only player purple can place a disk.¹¹²



Splayed (B4i). Cards in Slots on your Playmat are Splayed, which means arranged so that the top card partly covers the cards beneath, but the top row of all cards are active and visible. See B4i.

¹⁰⁹ RELICS include priceless emeralds, sacred *sibma* paintings, secret navigational maps, and Chinese porcelain. This last was imported from China on the Manila galleons, then carried overland from Acapulco to Veracruz by mule train.

¹¹⁰ LETTER OF MARQUE. This government license authorized a privateer to attack and capture vessels of a nation at war with the issuer. A privateer's success depended not so much on the high seas as in the royal courts. A good example was the Welch soldier of fortune, Henry Morgan (card S04). After taking part in Cromwell's Western Design (card C23), he began pirating under Commodore Myngs (card S09) operating out of Port Royal, armed with a letter of marque from the British governor there. Later he supplanted Eduart Mansveldt (card S07) as the warlord of the Brethren of the Coast, based out of Tortuga and New Providence. He sacked many Spanish ports including Coro, Cumaná, Santiago de Cuba, Puerto Principe, Trujillo, Maracaibo, Campeche, and Porto Bello. The culmination was the remarkable 1671 expedition against Panamá City, which burned the second largest city in the New World to the ground but netted a half million pieces of eight in ransom and booty. Since this was after Spain and England had signed a peace treaty, Morgan was recalled to England to defend himself. He was forgiven, knighted, and returned to Jamaica as deputy governor with instructions to suppress further pirating activities, including his former Brethren of the Coast comrades.

¹¹¹ A SLAVE IS DEFINED as any person under initiatory force or legal bondage to serve the interests of another. The most abject slaves have all freedoms taken from them by force of arms: the rights to life, liberty, property, and pursuit of happiness. The forced laborers under the *repartimiento* system common in New Spain were enslaved, even if they were paid and not worked full time. The term "force" means coercion (or threat of coercion) exercised by a physical agency: a weapon, fists, or lynch mob. Force is the opposite of persuasion, the other means of settling a dispute. The term "initiatory" means to start the use of physical force against another. To initiate force against a victim turns her into a slave to the degree that the force usurps her ability to make her own decisions. One who initiates force can himself be incarcerated (e.g. as a prisoner of war or a convicted rapist), and this justice does not constitute slavery since it is non-initiatory.

¹¹² SPANISH PORTS. With the help of foreign smugglers, the ports of the Spanish Main had become self-sustaining by 1600, but nevertheless rejoiced when the treasure *flota* arrived bearing goods from Spain. Ports such as Porto Bello in Panamá and San Juan de Ulúa in Veracruz were outlets for mainland products, especially the silver train from Zacatecas and Perú, and goods from the Pacific Manilla Fleet such as exotic Far East porcelains. The smaller ports such as in Española and Venezuela were outlets to the farmers of underpopulated inland regions who grew tobacco and other products found only in the New World. Legally, only properly licensed and registered Spanish ships were to be admitted to Spanish ports, and they could only export to Seville, not the local market. However, the provision that vessels without the proper paperwork – as long as they were not from enemy nations – could request shelter in case of emergencies, such as storm damage or a desperate need for food or water, offered a loophole for illicit trade. These forced arrivals, or *arribadas*, were common in the Main throughout the 17th century. The local and metropolitan authorities were well-aware, but also knew that these emergency arrangements provided a more reliable supply of merchandise than the limited numbers of officially-approved vessels. Dutch, French, Portuguese, and English merchants employing a fraudulent *arribada* astutely balanced the risk of arrest and seizure against the potential profits to be made from sales of slaves and cloth; a number even successfully sued for restitution of ships and cargo with the backing of their home governments.

—Marc Eagle, *Smugglers in the Seventeenth-Century Caribbean: "Forced Arrivals" in Santo Domingo, 2014.*

Squatter Site. A *Colony Site* (B2c) where any player except player purple can place a disk.¹¹³



Strength (E5b). A token that must fight in a *land battle* (E5) in a land zone. Your total Strength is equal to one for each token of your color in the land zone, except each non-french Bible = 0. Indigenous Meeples also have zero Strength. Fortified Colonies have a Strength of two only if targeted.

Sun King. The most Loyal *extremist position* (G2) on the Philosophy board, and also one of the four *victories* (G3d).¹¹⁴ *A Sun King victory means that your king becomes the emperor of Europe, with you as his favorite courtier.*


- **Ganga Zumba solitaire.** In Part H, Sun King refers to the automated Spanish opponent.¹¹⁵

Sway. Either the highest number visible in your *sway column* (B4c), or the value shown by Mercantilism, whichever is lower. Sway describes your *Hand Limit* (maximum number of cards held in your Hand at the end of your play turn), and *Action Limit* (maximum number of Actions on each card played). Sway increases as you build Colonies and remove disks using Peerage.¹¹⁶ If you play a card that increases Sway, the effects of your increased Sway are applied on the next card you play. Sway decreases as your Colonies are Sacked or if you lose a Peerage storing a disk.

Tableau. Cards Anchored into your Playmat.

Tax Rebel. See Rebel.¹¹⁷



Tea Party. The least Loyal *extremist position* (G2) on the Philosophy board, and also one of the four *victories* (G3b). You win if you are a Tea Party extremist and you have at least 1 Peerage and there are more Tax Rebels  on the map than Mercantilism. *A Tea Party victory means that an American Revolution has been declared for the independence of New Spain.*

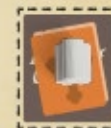
Token Limits. You are limited to the tokens provided. If you run out of dollars, use substitute tokens. If you run out of Citizens, you must use unused Citizens (called Refugees) taken from the Reserves of any player of your choice, even from those not in the game. If you run out of any other token types, you may play Actions but without placing tokens associated with those Actions.

Treasure. The collective term for Chests and Relics. Except at a Friendly Port, Treasure is loaded via PLUNDER, SMUGGLER, CONQUISTADOR, or PRIVATEER (F5).¹¹⁸


Tribal Site (B1b). Dotted rectangle on the map where Indigenous Meeples start and Visitas can be founded.



Visita (E4b). A type of Mission consisting of a Bible in a Tribal Site. A Visita must have an Indigenous, and its Bible is Discarded to your *reach column* (B4c) if it ever loses this Meeple. *Represents a missionary preacher whose task is to learn the language of the natives, and then teach them to read and write so that they can read the word of god.*



War. If the Parrot is at a black *stripe* (B3c), there is a European War with 3 effects:

- **Wartime Player Order** is from most to least Righteous.
- **Wartime PRIVATEER** may initiate a *land battle* (E5) against any Site. See Legality Table.
- **Dove.** The Dove Action  moves the Dove to the current year only if the 30-Years' War has started.¹¹⁹

War Coffers (B5h). The bottom track of the Philosophy board that shows Chests donated for the conquest of Europe in the 9-Years' War. Export of Treasure using CONQUISTADOR adds Chests to this track, which is used in a Sun King victory (G3d).

¹¹³ NEW WORLD IMMIGRANTS. Prospective Hispanic emigrants to New Spain were screened by racist bureaucracies in Seville for cultural correctness, making it difficult to get the coveted *licencia*. Moriscos, Protestants, Jews, and Gypsies were excluded. The penalty recorded for shipping out without a permit was four years in the galleys, later increased in 1607 to the death penalty. Commonwealth England took the opposite approach to emigration. Cromwell sent 7500 Scottish prisoners of war to Jamaica, and considered rounding up a thousand Irish youths to send as well. (Youngsters were judged less likely to incite riots than seasoned Highlanders.) However, most of the emigrants to the French and British colonies were those seeking religious freedom for themselves. This motivational difference of the emigrants rings out today in the character of the New World nations. The typical high-bred *gachupine* or *peninsular* Spaniard might expect to manage the family's haciendas in New Spain for a few years of his youth, before returning triumphantly to Spain. Leaving behind a legacy only of mestizos. Contrast this commitment to that of a pilgrim making a landfall in Virginia or Massachusetts Bay. Their bridges burned, so to speak, these men and women were dedicated to carving their niche in the wilderness, where they could expect no riches other than the right to breathe free.

¹¹⁴ SUN KING. The identity and nationality of the "Sun King" has not been set as the game begins, but becomes set as the players make their choices and one wins a royalist victory. Thus the riches of the New World could create an emperor of all Europe who could be a French, British, or Spanish monarch. Historically, the Sun King became Louis XIV, the monarch of France for 72 years. During the 9-Years' War (1688), Louis XIV crossed the Rhine and sent a fleet to the Caribbean to capture the *flota*, in a bid for European supremacy that anticipated Napoleon. However, he was stopped by a coalition of England, Netherlands, and the Holy Roman Empire.

¹¹⁵ VODOO (modern spelling Vodou) is the diasporic shamanism of the Caribbean derived from African cultures. Like all practitioners of animism, as documented in paleolithic figurines and neo-sumerian texts, voodoo shamans believe that inanimate objects have souls, and are useful for blessings and curses. Some shamans, including escaped slaves, used figurines based upon the *kikongo minkisi* from central Africa (e.g the *minkondi*, effigies activated by pounding nails into them), and similar charms made by the Fon peoples of Benin ("Voodoo" comes from a Fon word meaning "spirit"). Practices were often syncretized with Roman Catholicism. But shamanism has never had a written dogma, and specific rituals varied from shaman to shaman. The twentieth century has seen troubled attempts to assign a written dogma to Voodoo, from gurus who insist that they are the sole sources of the Voodoo beliefs. François Duvalier, the President of Haiti from 1957-71, defined Voodoo as his personality cult, enforced by his terrorist secret police, the *Tonton Macoute*. Various lurid Hollywood films have caricatured Voodoo into dark magic and zombies. Despite dubious modern claims, in this time period Voodoo simply refers to Afro-Caribbean shamanism, similar to shamanism worldwide.

¹¹⁶ POLITICAL VS. ECONOMIC PULL. Sway represents legal power, while reach represents fundamental economic knowledge. The Spanish teenager starts with an increased Sway of 3, to indicate the bourgeois prestige inherited by being born at a time that Spain ruled the world.

¹¹⁷ TAX REBEL. The Spanish Habsburg kings declared a moratorium on their debts (bankruptcy) several times, beginning in 1607. This sparked a wave of revolts, and some ruined creditors resorted to piracy.

¹¹⁸ TREASURE. The 17th century was on the gold standard, and the importation of large amounts of gold from the Caribbean enlarged the money supply of Spain relative to the rest of the world. Accordingly, Spanish royals and merchants stepped up their expenditures, both domestic and abroad. Since an increased supply of money always causes inflation, Spanish prices rose compared to foreign prices. (This inflation, at worst about 2%, was insignificant compared to the double-digit inflation considered normal in today's era of paper money). Under such economic pressures, gold inevitably flowed to other countries, and the Spanish economy could only retain the new gold in the proportion it had to the world's economy. The idea that the New World treasure, and the subsequent outflow of gold to other lands, led to Spain's decline is a modern myth. As in any voluntary transaction, both the trade partners and the economy benefited. "The attention of government was never so unnecessarily employed, as when directed to watch over the preservation or increase of the quantity of money in any country."—Adam Smith, *The Wealth of Nations*, 1776.

¹¹⁹ THE THIRTY YEARS' WAR (1618-1648) was a bloody and destructive religious war that ravaged Europe. Although England remained neutral, about 55,000 Englishmen fought for the Protestant cause. Whatever their individual motivations, these men were an active part of Stuart policy during the period of breakdown between the Crown and Parliament leading to the English Civil War. —Adam Marks, *England, the English and the Thirty Years War*, 2022.

SETUP - DELUXE



DELUXE COMPONENTS



CLOTH MAP



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