El Capitán

GAME DESIGNED BY

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Who will become the most powerful merchant of the Middle Ages?

2-5 players, 10 years old and more. Playing time 60-120 minutes.

YOU ARE A REPUTABLE MERCHANT IN THE 15th CENTURY sailing to strategically important cities of the Mediterranean, building warehouses in these cities and fortresses to protect them. It is your ambition to become the most mighty and successful merchant of all. But you will succeed only if you manage to establish your warehouses in as many cities as possible and if you build your warehouses and fortresses in the most flourishing cities. The player owning the most money at the end of the game is the most renowned merchant and winner of the game.

GAME COMPONENTS

- 1 game board
- 5 wooden ships (5 different colors)
- 90 wooden warehouses (5 colors, 18 pieces of each color)
- 15 fortresses (5 colors, 3 pieces of each color)
- 1 starting player token (El Capitan)
- 54 sailing cards (18 destination/sea route cards and 36 city interconnection cards)
- 3 proliferation bonus cards (15 Florin, 10 Florin, 5 Florin)
- 30 loan cards (18 loans of 10 Florin and 12 loans of 16 Florin)
- 111 coins (30 x 1 Florin, 20 x 5 Florin, 30 x 10 Florin and 20 x 50 Florin)

Expansion (please see inside back cover):
- 3 additional city tiles
- 1 black pirate ship

AIM OF THE GAME

Each player adopts the role of a merchant during the 15th century, sailing to strategically important cities of the Mediterranean, building warehouses in these cities and fortresses to protect them.

The game is split into three phases, each phase ending with a payday.

Each payday, every player receives money for:
- the number of cities in which she has built warehouses (proliferation)
- each fortress she has built
- each city in which she owns the most or second most warehouses (majority)

The player owning the most money at the end of the game (after the third payday), is the winner of the game.

PREPARATION

Each player chooses a color and takes the following components of her color:
- 1 ship
- 6 warehouses
- 1 fortress

All players are paid 20 Florin as their starting capital

All players place their ship, warehouses, fortress and coins in front of themselves on the table. All remaining warehouses and fortresses are placed besides the game board in a common pool. During the game the players keep their money open for all other players to see.

Sailing cards: There are two different types of sailing cards, which have to be divided in two separate decks. One deck comprises the destination/sea route cards, and the other deck being the city interconnection cards.

Both decks are shuffled separately.

Four destination cards and **six** city interconnection cards are placed face up on both sides of the game board, next to their respective face down decks (see illustration on the following page).

Loans: The loans cards are placed **face up** in two separate decks (10 Florin and 16 Florin) on the two bank spaces.

One player is chosen as banker and will be handling all the coins and loans.

The three proliferation bonus cards are placed in reach besides the game board.

THE GAME BOARD

The game board shows the table of a captain of a medieval merchant ship. Nine cities of the Mediterranean are depicted.

The top row of each city is composed of two harbor spaces and two building sites for fortresses. The number shown in each harbor space is the cost for building a warehouse in this city. The number shown in each fortress space is the cost for building a fortress in this city. The other spaces (in a U-shaped track) surrounding the picture of the city are the building sites for the warehouses – except the last space on the right. The number shown in each of these building sites is the income of the players on each payday for their warehouses.

There are two banking spaces on the right side of the game board, a bank harbor and the proliferation chart. The loan cards are placed on the two banking spaces

The proliferation chart shows the amount of money each player receives on a payday, depending on the number of cities in which she has built warehouses. The proliferation chart is split in two columns: The left column displays the number of cities in which the player has built warehouses and the right column shows the amount of money she earns from her warehouses on each payday.

Example: After the first phase of the game has ended, a player has built warehouses in four different cities. Now it is payday and she earns 10 Florin from her warehouses.

SAILING CARDS

The sailing cards tell the players to which cities they can sail with their ships and how much they have to pay for this journey.

A player buying such a card has established a sailing route and can set sail once with this card.

There are two types of sailing cards:
- Destination and sea route cards
- City interconnection cards

DESTINATION AND SEA ROUTE CARDS

These cards can be used in two different ways:

- **Destination card:** The player is sailing directly to a free harbor space of the city named on the card (the card itself shows the location of the city on the captain's table).
- **Sea route card:** The player is setting sail from the city where her ship currently is anchoring. She can proceed as many cities as there are seals shown on the card. Each seal is allowing her to sail to the next city in a horizontal or perpendicular line. If more than

A: 4 destination cards
B: Face down deck (supply)
C: Discard pile destination cards

G: Proliferation chart
H: Loan cards
I: Bank harbor space

D: 3 proliferation bonus cards

E: Coins

F: Tanger, one of 9 cities

J: 6 city interconnection cards
K: Face down deck (supply)
L: Discard pile City interconnection cards

A CITY (MARSEILLE)

A: **Harbor:** These are the two spaces for the ships. If a player wants to build a warehouse and/or a fortress in this city he must land his ship in one of these two harbor spaces. The number shown in the space is the cost for building a warehouse in this city. A player whose ship is in the first harbor space must pay 4 Florin for each warehouse and a player with his ship in the second harbor space must pay 5 Florin for her warehouses.

B: **Fortress:** A player wanting to build a fortress must have her ship on one of the two harbor spaces and at least one of the two fortress spaces must be unoccupied. The player building on the first fortress space has to pay 8 Florin and then places his fortress there. This space is now blocked for the remainder of the game. A player building his fortress on the second space has to pay 10 Florin.

C: The first two warehouses are built on these two spaces. Only the player building the first warehouse has the choice to build it either on the first or on the second space.

G: No warehouse may be erected on this space.

F: Last building site

D: The space with the darker triangle is an additional shut down space in a 2- or 3-player-game. It is of no meaning in a 4- or 5-player-game.

E: The dark-colored spaces are called shut down spaces. When a player builds her warehouse on such a space, the first warehouse of the warehouse chain is shut down. This warehouse is then placed on the center picture of the city. On a payday it does not count towards proliferation or majority anymore.

one seal is shown, she may proceed to as many cities or less (horizontal and perpendicular, rectangular turns are allowed).

A: Number of red seals = number of routes you can sail, starting from any city

B: Purchase cost of this card

C: Destination: Starting off from any city or from the bank or at the start of the game you may sail directly to this city.

D: Location of this city on the game board

Using this card a player may sail directly to Marseille, no matter where her ship currently is. Or she may sail up to three routes, starting from where her ship is anchoring. For example, if the ship currently is in Valencia, it can reach all cities on the game board.

CITY INTERCONNECTION CARDS

It is cheaper to purchase these cards, but players can sail only from one of the two cities to the other one. For example, if you buy the card Venezia – Tanger, you have to pay 3 Florin to the bank. With this card you then may sail **once only** from Venezia to Tanger **or once only** from Tanger to Venizia. In order to use this card, your ship must be in one of the two cities mentioned on the card.

A: Purchase cost of this card

B: With this card a player may sail from Venezia to Tanger or from Tanger to Venezia.

C: Location of the two cities on the game board

OVERVIEW

The game is played in three phases, each phase consisting of several rounds. At the end of each phase there is a payday. The youngest player is the starting player of the first phase, i. e. at the beginning of the game. She is given the starting player token "El Capitan" and places it in front of herself. In her turn a player **may sail first** and then **must** perform **one** of the three following actions:

1. Build a warehouse (or re-open)

A player who wants to build or re-open a warehouse must have her ship on a harbor space of a city. Before and after building she may buy sailing cards. During her turn she may build or re-open exactly **one** warehouse.

2. Build a fortress

A player who wants to build a fortress must have her ship on a harbor space of a city. Before and after building she may buy sailing cards. During her turn she may build exactly **one** fortress.

3. Take a loan

A player who wants to take a loan must have her ship in the bank harbor space. She may not perform any other actions during this turn. During her turn she may take **one** loan only.

Note: The two-player game has different rules, which are explained in the "End of the game" paragraph.

THE ACTIONS IN DETAIL

Purchase of sailing cards

This action is not mandatory and does not count as one of the three actions you have to perform during your turn. There are always four destination/sea route cards and six city interconnection cards on open display. During her turn a player may buy as many of these cards as she wants or can afford. She takes all cards she wants to buy to her hand and pays the money to the bank. These cards may be used immediately or in later turns. At the beginning of the game each player must buy at least one card in order to bring his ship into play.

After a player's turn has ended, new cards are taken from the decks and displayed open on the table, if appropriate. This way all players always have a full choice. If one of the decks is exhausted, the discard pile is shuffled and used as the new deck.

Sailing

At the beginning of the game all players must buy at least one destination card and sail to a destination city with their ship.

During the course of the game sailing is a voluntarily action, but if a player wants to set sail, she must do so **before** erecting any building. In this case the player plays a sailing card (which she had bought during this turn or a former turn) and sails directly to the city named on the sailing card or sails up to as many routes as the number of seals on the card. If the first harbor space is occupied, the ship must be placed on the second harbor space. If both harbor spaces are occupied, the player cannot anchor in this city and must continue sailing. The active player may play as many sailing cards as she wants to. When playing several cards during one turn there must be a free harbor space only in that city in which the player intends to erect a building.

Example: A player sails to Tanger with a destination card and then from Tanger to Alexandria with the appropriate city interconnection card.

At the beginning of the game and from the bank harbor, players can sail off only by using a **destination** card. For sailing to the bank harbor you don't need any card, this journey is free of charge. All cards played are discarded on two separate discard piles.

Build a warehouse

You can build a warehouse only in that city in which your ship currently is anchoring in one of the two harbor spaces. In order to build a warehouse, you pay the cost to the bank as shown on the harbor space of your ship and place one of your warehouses on the next free building site.

The player building the **first** warehouse in that city chooses if he builds his warehouse on the first building site ("o"-space) or on the second. If the first warehouse is built on the second site, then the second warehouse in that city **must** be built on the first building site. It doesn't matter if this is built by the same player or by some other.

The third warehouse and all further ones in that city are always built on the next, adjacent building site on this U-track. The **last** space of this track is a **no building site;** no building whatsoever may be erected there. The numbers on the building sites are of importance only on a payday.

Red has sailed to Marseille and built her first warehouse for 4 Florin. She had the choice to build it on the first or second building site, and she settled for the second one.

Green arrived after Red. She built four warehouses and one fortress. Her first warehouse had to go on the first building site. If no other player will build a warehouse now in Marseille, Green has to leave the city because she is not allowed to own more than three warehouses in a row.

In her next turn a player may remain in the city where her ship is anchoring and build another warehouse, or a fortress. But of course she may set sail to some other city and erect some building there or she may sail to the bank and take a loan.

If your ship is anchoring on the more costly harbor space you may not move to the cheaper one in case it becomes unoccupied.

No player is allowed to have more than three warehouses in a row in any city. If a player has built (or re-opened) three warehouses in a row she is allowed to build a further warehouse in that city only after some other player has built a warehouse there.

Build a fortress

You can build a fortress only in that city in which your ship currently is anchoring in one of the two harbor spaces.

When building a fortress you pay the cost shown on an empty fortress building site to the bank and place one of your fortresses there.

In her next turn a player may remain in the city where her ship is anchoring and build a warehouse or she may set sail to some other city and erect some building there or she may sail to the bank and take a loan.

No player may have more than one fortress in any city.

Warehouse shut down

Each time a warehouse is erected on a dark-colored building site the first warehouse in the warehouse chain in this city is shut down, no matter whom it belongs to. (When building on the first dark-colored building site the warehouse on the "o"-space is shut down. When building on the second dark-colored building site the warehouse on the second building site is shut down etc.). A warehouse that gets shut down is removed from its building site and placed on the central picture of the city. Any warehouses standing on the picture of a city do not count on a payday, neither for proliferation nor for majority. Players can build on these now unoccupied building sites only after a warehouse has been built on the last possible building site (the second-to-last space) in this city.

For a **two- or three-player-game** there's an additional shut down space in each city. The first warehouse will be shut down as soon as a player builds her warehouse on the building site with the dark-colored triangle.

Warehouse shut down: Yellow has built a warehouse on the first dark-colored building site. The first warehouse is shut down and placed on the central picture of the city

Re-opening of a shut down warehouse

The owning player of a shut down warehouse may re-open her now worthless warehouse, if she sails again to that city (or still is in that city). She anchors her ship on a free harbor space and can re-open her warehouse **free of charge**. When doing so, she removes her warehouse from the picture of the city and places it next to the last warehouse built. When re-opening one of her warehouses the player can not build another warehouse or a fortress during the same turn.

In case a warehouse is shut down and the ship of the owning player happens to be in that city she may re-open it immediately when it is her turn.

Re-opening a warehouse: Later, Blue had built on the second dark-colored building site, so the second warehouse (Red) was shut down. Subsequently, Red re-opened her warehouse for free. In order to do so she had to sail to Marseille again.

The last possible building site is occupied by a warehouse

Only after a warehouse has been erected on the last possible building site (second-to-last space) of a city, new warehouses may be built (or re-opened) on those building sites which had become unoccupied by shutting down warehouses. The warehouse now is built the other way round, i. e. starting next to the first warehouse still in operation. This means that the last building site used is the "0"-space. When a warehouse is erected on all 12 building sites, no more warehouses can be built in this city and no warehouses in this city can be shut down anymore.

When building "backwards", i. e. on a free building site which had been occupied before, you still have to obey the rule that no more than three warehouses of the same color are allowed to be in a row.

Take a loan

A player wanting to take a loan has to sail from her current city to the harbor of the bank (no sailing card is required for such a journey) and takes a loan this turn. Two kinds of loans can be taken:

10 Florin loan
pay back 12 Florin,
pay back after loan extension is 16 Florin (backside of the card)

16 Florin loan
pay back 20 Florin,
pay back after loan extension is 30 Florin (backside of the card)

After taking the loan the player places the card face up in front of herself showing the amount of the loan and then receives the money from the bank. When it is her turn again, she may remain on the bank space and take another loan or she has to sail to a city using a destination card.

Please note: If a player does not want to erect a building during her turn or is not able to do so she must sail with her ship to the harbor space of the bank and is forced to take a loan. No sailing card is required for such a journey. Loans cannot be taken during the first round of the game.

The number of ships on the harbor space of the bank is not limited.

As soon as the last building site of a city is occupied, the formerly occupied building sites, can be built in again. The warehouse chain is built "backwards" now towards the fist building site. The "0"-space is the last site to be built upon.

Even if the last three houses in Marseille would be red, player Red can build at the front of the chain, because not all of her houses would be in a row.

If Green would build in front of the chain, she could still erect a warehouse on space "8", but after that, not on space "4" because this would mean Green would have four houses of the same color in a row.

PAYDAY

As soon as **one** player has built all their warehouses and fortresses, the phase ends at the end of the current round (this way all players have the same number of turns).

All players are then paid money for proliferation, majority and their fortresses built.

Proliferation

The proliferation chart denotes how much money is paid. If a player owns warehouses in three cities she will receive 5 Florin, if she owns warehouses in all nine cities, she will receive 60 Florin. In order to qualify for this it is sufficient to have just one warehouse only in a city.

Fortresses and shut down warehouses do not count against the proliferation chart.

Proliferation Bonus

The first player to have built at least one of her warehouses in each of all nine cities (shut down warehouses are not eligible) receives the first bonus card (15 Florin) immediately after building her warehouse in the ninth city and keeps it in front of her. The second and third player to achieve this will receive the second and third bonus cards respectively.

If a player holding a bonus card is forced to shut down one or more of her warehouses and therefore is not present anymore in all nine cities she still keeps her bonus card and is not forced to lose it.

The amount shown on the bonus cards (15, 10 and 5 Florin) is paid to the players on the third payday.

Majority

Each city is scored separately. Only the two players owning the most and second most warehouses on the U-track spaces will be paid. The player owning the most warehouses in this city is paid the amount shown on the next free space to the right and the player owning the second most warehouses is paid half this amount, rounded down. For example, if the first player receives 15 Florin for the majority of her warehouses, the runner-up receives 7 Florin.

Tie: If several players own the same number of houses in a city, the player whose first house precedes the first house of all other tied players' ranks first. There's always only one first and one second player qualifying for first and second rank.

When the last building site has been built upon, the last free space to the right shows the amount to be paid, which from now remains unchanged until the end of the game.

Both Green and Blue own the most warehouses. Green has built her first house before Blue, so she is first and is paid 20 Florin, Blue is second and is paid half that amount (10 Florin). If the next warehouse would be built by Red, Red would be first and Green second.

The game is in an advanced state. Red, Blue and Yellow are tied for most warehouses (the shut down warehouse belonging to Blue does not count). Because Red owns the first house of the chain she is first and is paid 16 Florin. Blue is second and is paid 8 Florin. Yellow does not receive any money from her warehouses.

Fortresses

For each of their fortresses all players receive the same amount of money as paid for the second rank of warehouse majority in this city. Looking at the topmost illustration, both Green and Red are paid 10 Florin each for their fortress (half of 20). In a city or cities that contain the most warehouses, players are paid the same amount as for the first rank of warehouse majority. Provided the city shown in the above illustration contains the most warehouses (there are no more than 10 warehouses in any other city), Green and Red are paid 20 Florin each for their fortress.

Shut down warehouses on the central picture of the city are disregarded when counting the total number of warehouses in each city.

If there are several cities with the same highest number of warehouses, players receive the amount for their fortress as paid for the first rank of warehouse majority in all these cities.

AFTER A PAYDAY

Pay back loans or extension of loans

After a payday, all players, beginning with the starting player of this phase and proceeding in clockwise order, have to decide if they want to pay back their loans or to extend them. When paying back, the player places the loan card back on the appropriate bank space and pays the pay back amount shown on the card to the bank (12 Florin on a 10 Florin loan or 20 Florin on a 16 Florin loan).

When extending a loan, the player flips the card to its backside. In that case, she has to pay back the loan after the next payday – but has to pay back considerably more as shown on the card now. Each loan may be extended only **once**; thereafter it must be paid back by any means.

Players can take loans anytime they sail to the bank, as much as they want or need.

Players paying back their loans or extending them do **not** have to sail to the bank.

Extending this loan, you have to pay back 20 Florin after the next payday.

Extending this loan, you have to pay back 30 Florin after the next payday.

Money check

After each payday all players count their money, subtracting their loans (pay back value) not yet paid back, and declare openly how much money they own. This way all players know the current ranking of players after each interim scoring.

Starting player of the next phase

The player with the least amount of money after the money check decides who will be the starting player of the next game phase. The elected player is then given the "El Capitan" token and is the starting player of the next phase.

New warehouses and fortresses

Each player takes six new warehouses and one new fortress of her color from the common pool, adding them to any still standing in front of her on the table.

END OF THE GAME AND WINNER

The game ends after the third game phase, when at least one player has built all her warehouses and fortresses (it doesn't matter if any of her warehouses are shut down). The current round will not be interrupted so in this way all players will have the same number of turns.

The third payday is the end of the game. All loans have to be paid back now.

Players owning a proliferation bonus card receive the money shown on their card now.

The player owning the most money is the winner of the game.

SPECIAL RULES FOR PLAYING EL CAPITAN WITH TWO PLAYERS

The basic rules remain unchanged, but are augmented with the following rules:

Both players are building warehouses of two colors. Each player selects her main player color and a second "neutral" color. They still have one ship each in their main color only.

On each payday only the player holding the **first** rank for majority will be paid money.

When checking for majority, neutral houses are counted as well, but **no** money is paid for them.

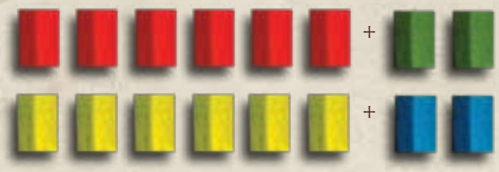
For largest number of warehouses in a city, money for first rank of majority is paid only if the largest number of warehouses is of the main color of the player.

Preparation

Each phase both players take six warehouses and one fortress of their main color and two warehouses of their neutral color.

The remaining warehouses and fortresses are put aside as a common pool.

Example: Player A takes red and green warehouses, player B takes yellow and blue ones.



The younger player is starting player. She takes the "El Capitan" token and places it in front of herself.

Build a warehouse

As long as a player still has warehouses in front of herself on the table, the number of warehouses of her main color always must be larger than the number of warehouses of her neutral color.

Warehouses (6 + 2) of player A at the beginning of the game:

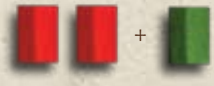
Player A may build a red or a green warehouse.

Warehouses (3 + 2) of player A at a later state of the game:

Player A must build a green warehouse as his next one. If you build a red one then you will have 2 red and 2 green and you can't have an equal amount.

It is **not allowed to have the same number** of red (main color) and green (neutral color) warehouses (this would be the case if player would build a red warehouse).

Now player A may build a red or a green warehouse.



In this situation player A must build his last green warehouse.

A player may **not have more than three warehouses of her main color in a row** (this applies to building and re-opening) and may **not have more than four warehouses of her main and neutral color in a row** (again this applies to building and re-opening). She may only build a further warehouse in this city after the other player has built one of her warehouses there.

PAYDAY

A phase ends when **one** player has built all her warehouses and fortresses of her main color and all her warehouses of her neutral color which before were standing in front of her on the table. If this was the starting player, the other player still takes one turn. Then they proceed to payday.

Proliferation

Only the warehouses of the two main colors are counted when checking for proliferation.

Proliferation bonus

Also when checking for proliferation bonus cards only the warehouses of the two main colors are counted.

Majority

Only the color of the most warehouses is taken into account.

If this is the main (first) color of one of the players, that player is paid the amount of money as shown on the next free (adjacent) space.

Example 1: Red is the main color of player A and yellow the main color of player B.

Player A has built a warehouse with his neutral color green and player B has built a warehouse with his main color yellow. The green warehouse was built before the yellow one, so green has first rank for majority. On a payday nobody receives any money, because green is only the neutral color of Player A.

Example 2: Red is the main color of player A and green his neutral color.

As shown in this example player A has built both warehouses in this city. If it is payday now she still receives no money, because the first rank green is her neutral color only

AFTER A PAYDAY

Starting player of the next phase

The player with less money after the money check decides if she herself will be the starting player of the next game phase or the other player.

New warehouses and fortresses

Each player takes six new warehouses and one new fortress of her main color from the common pool and two new warehouses of her neutral color, adding them to any still standing in front of her on the table.

END OF THE GAME AND WINNER

The game ends after the third game phase, when one player has built all her warehouses and fortresses. If this was the starting player, the other player still takes one turn.

The player owning the most money is the winner of the game.

EL CAPITÁN – EXPANSION RULES

If you have played El Capitán a couple of times using the standard game board you may want to try it adding the extra city tiles. It is recommended to use only one of the three additional city tiles when you start playing with these. Experienced El Capitán players however may use two or even all three additional cities, when playing with four or five players.

Additional components

- 3 special city tiles (Porto, Lisboa, Islas Canarias)
- 1 black pirate ship (only used in combination with Islas Canarias)

PREPARATION

The players select one or more of the special city tiles and place them adjacent to the left side of the game board on the table.

Porto always has to be at the same height (same line) as Marseille, Lisboa at the same height as Valencia and Islas Canarias at the same height as Tanger, no matter if you use only one, two or all three of the special city tiles.

In total you will have ten, eleven or twelve cities you can sail to and where you can build your warehouses and fortresses.

If you are using Islas Canarias, the black pirate ship is placed on the second harbor space of this city.

Sailing off the main game board

A city which is not situated on the main game board can be reached only by using a sea route card (with one, two or three seals). Furthermore the ship sailing there must start its journey in the harbor of a city.

Example: Starting in Valencia you need a sea route card with one seal at least if you want to sail to Lisboa; starting in Napoli, Marseille or Tanger you must have a sea route card with two seals at least. From Constantinople or Alexandria you need sea route cards with a total of four seals at least, or you may use a city interconnection card first and then a sea route card.

At the beginning of the game or from the bank harbor you can not sail to one of these cities with just one sailing card.

You can leave a city off the main board only with another destination card or sea route card, except when you want to take a loan. In this case you can sail directly to the bank harbor as usual, without using any card.

You may sail from one city off the main board to another city off the main board with an appropriate sea route card. Sailing from Porto to Islas Canarias you would need a sea route card with two seals at least, for example.

PAYDAY

Proliferation

The additional cities count towards proliferation, so it is possible to own warehouses in ten, eleven or twelve cities.

A player owning warehouses in ten cities is paid 75 Florin, in eleven cities 90 Florin and in twelve cities 110 Florin.

Proliferation bonus

When checking for being the first, second, or third player having warehouses in nine cities in order to receive the proliferation bonus cards the additional cities are eligible as all other ones.

Majority

All players owning at least one operating warehouse (i.e. not shut down) in a city off the main board receive half the amount shown on the next free space of the U-track.

The player with the majority of warehouses (first rank) receives the full amount.

This icon represents special majority rules above

SPECIAL RULES FOR LISBOA

Build a warehouse

If your ship is anchoring on the first harbor space in Lisboa you do not pay anything for building your warehouses in this city, but if you are anchoring on the second harbor space you have to pay 1 Florin for each warehouse you are building.

Immediate payment

If you build a warehouse in Lisboa you are paid for it immediately. If, after building your warehouse, you're holding the majority you will receive the full amount as shown on the next free space, if you are not holding the majority you will receive half of this amount.

Example: Player Yellow is the first player to build a warehouse in Lisboa and places it on the second building site, she

immediately is paid 4 Florin. Then Red builds her warehouse on the first building site (she has to build there) and is paid 4 Florin as well. If Blue would build a warehouse - it has to be built on the third building site – she will receive only 3 Florin (half of 6).

This icon represents special immediate payment rules above

Warehouse shut down

There are only two spaces in Lisboa which will cause a warehouse shut down.

SPECIAL RULES FOR PORTO

Build a warehouse and fortress

Porto is the only city with three harbor spaces, so three ships can be in Porto at the same time. As in the basic rules you cannot move your ship to another unoccupied harbor if you are already anchored in Porto.

Only one player can build a fortress in Porto.

Warehouse shut down

Once a warehouse is shut down in Porto it can not be re-opened. Instead, it is removed from the game immediately.

This icon represents special warehouse shut down rules above

SPECIAL RULES FOR ISLAS CANARIAS

Together with Islas Canarias the pirate ship is introduced to the game. At the beginning of the game it is placed on the second harbor space.

Any harbor space containing the pirate ship blocks the entry of the ships of all players.

Sailing to Islas Canarias

When a player is sailing to Islas Canarias, she anchors in one of the two harbor spaces as usual, then must sail the pirate ship free of charge (without any cards or money) to some other city in the same turn, no matter where the pirate ship is currently anchored. In this new city now harboring the pirate ship the player must collect a protective charge.

If the player wants to stay in Islas Canarias during her following turns and she would like to sail the pirate ship to some other city, she can do so but only by using a sailing card or by paying for it. In this case the player does not collect any protective charge.

Moving the pirate ship

The pirate ship can sail only to a city with at least one free harbor space. The active player decides if the pirate will be anchoring in the free harbor space or in the occupied one (in case there is one). If he decides for the occupied one, the ship anchoring there is placed on the other, empty harbor space. The pirate ship is not allowed to change places within a city.

Collect protective charge

After a player has moved the pirate ship **free of charge (without any cards or money)** she collects a protective charge in the city where the pirate ship has just arrived. For each building (warehouse, fortress) therein its owner has to pay 1 Florin in the first game phase, 2 Florin in the second game phase and 3 Florin in the third game phase to the active player.

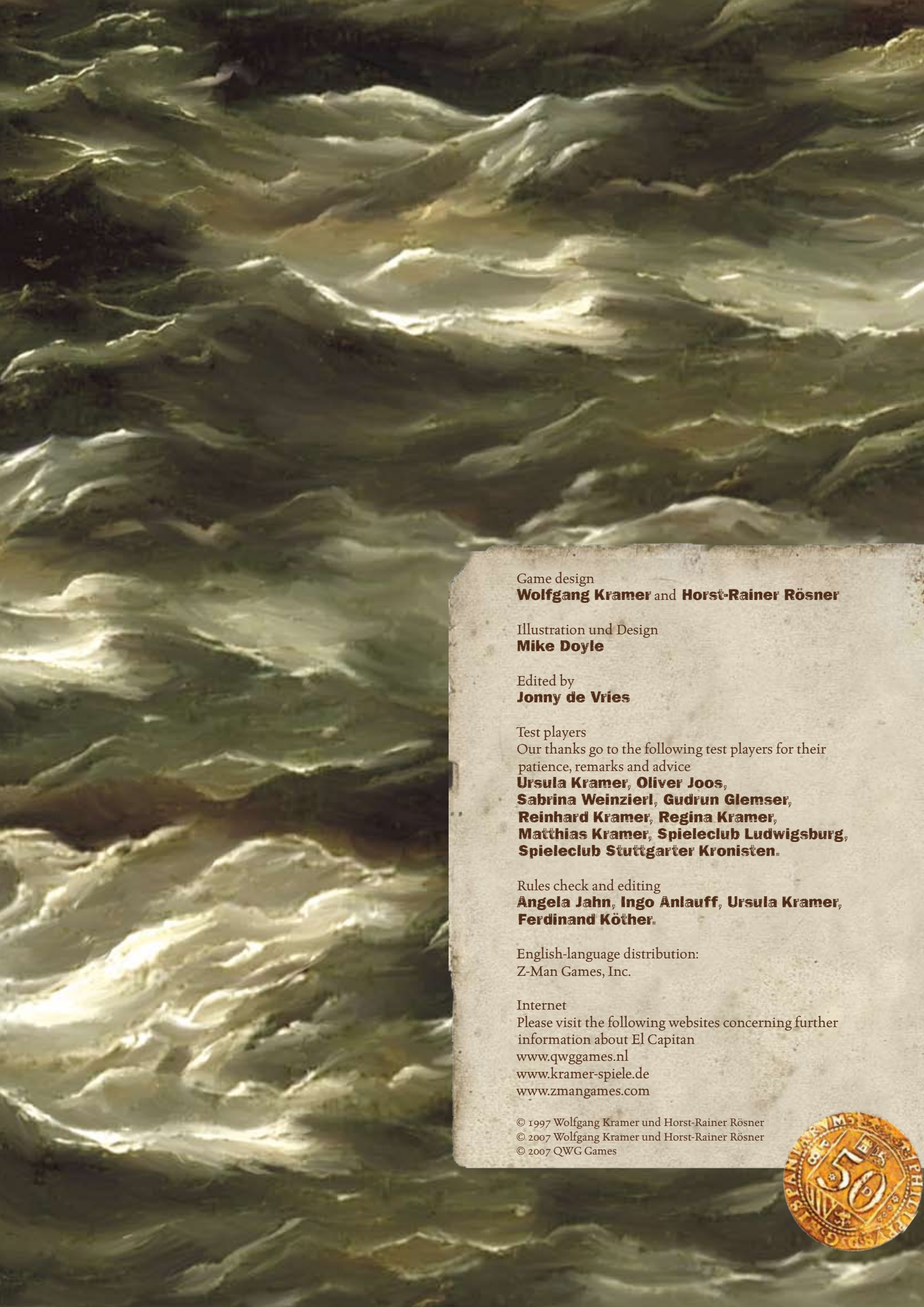
The affected players have to pay the protective charge if they have the money. If a player does not have enough money, she just pays all her money without any further penalty.

Please note: A player landing in Islas Canarias may collect the protective charge first and then erect a building, or vice versa.

Move the pirate ship without collecting protective charge

All players may move the pirate ship once at any time during their turn, no matter where it currently is anchored. To do so, she must use one or more sailing cards (either destination/ sea route cards or applicable city interconnection cards) or she pays 2 Florin for each step (from one city to an adjacent city). For moving the pirate ship players have to obey the rules as stated above "Moving the pirate ship".

This icon represents special pirate ship rules above



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