Setup

1. Place Silverlings, worker tiles, and white die by the board.
2. Sort the 6-sided tiles by back color and place face-down by board.
3. Shuffle the 42 goods tiles. Separate them into 5 face-down piles of 5 tiles. Place on spaces labeled A through E on the board. Set aside unused tiles.
4. Place the 12 colored square bonus tiles on the board.
5. Give each player
   - 1 Player board with the Number 1 side face up.
   - 1 castle (dark green 6-sided tile) place on middle space.
   - 3 random good tiles from unused tiles placed face-up on upper left corner of player board. Same type goods stack.
   - 2 dice and score tracker placed on victory point track.
   - 1 Silverling.
6. Highest number roll determines start player. First player takes 1 worker, next 2 workers, and so on.
7. Place second playing piece to mark turn order on the track. First player is top of tower and last is the bottom.
8. Give first player the white die.

Goal of the Game
Gameplay

The game plays out over 5 phases (A through E) each containing 5 rounds. Game flow:

Setup for each Phase

- Remove all 6-sided tiles from board. Leave ship, mine, and castles as they are all the same.
- Draw new 6-sided tiles and place them on the appropriately colored spaces. Only fill spaces marked with the number ≤ number of players.
- Place 5 good tiles for this phase on the 5 round squares.

Setup for each Round

- All players roll their 2 dice.
- Roll the white die and place the current rounds good according to the result.
- All players now take their turn starting with the first player.

Player's Turn

Carry out two actions, once per die. Worker tiles may be used to change the result of the dice. 1-6 or 6-1 wrapping is valid. Once per turn, you may purchase one tile from the black depot for 2 Silverlings.

Actions

Take 6-sided tile

Die value indicates from which depot the tile is taken. Place into storage on bottom-left of player board. Discard a tile if no space is available.

Add 6-sided tile to estate from storage

Die value indicates which empty space to place the tile. Tile must be placed adjacent to previously placed tile(s) and match the space's color. Then:

- "Ship" (blue) - Add to your storage all goods from any one depot. Only three colors of goods may be stored. Leave behind any goods that you can't store. Move turn-order piece right on thet rack one space. If occupied, stack on top of the other pieces. If new first player, take the white die.
- Knowledge (yellow) - Check the book.
- Animal (light green) - Get victory points based on how many animals are on the tile. If expanding a pasture, pre-existing animals of the same type are scored also. Note, same pasture doesn't necessitate immediate adjacency within the same pasture. (Ex. pg. 6)
- Castle (dark green) - Immediately take another action as if he had an extra die with any result.
- Mine (grey) - At the end of each pahse, receive 1 Silverling for this mine.
- Building (beige) - Immediately make a single use of that building's advantage (Ex. pg. 7). Note, no identical buildings in a city (connected beige region) are allowed.

Sell goods

Die value indicates which type of goods can be sold. Place all sold goods face down in the sold goods square. Receive 1 Silverling and number of tiles * number of players VP. Note, all the goods of the type must be sold. None can be kept in reserve.

Take worker tiles

Use any die result to take 2 worker tiles.

End of Phase
Players receive 1 Silverling for each mine in their estate. Resolve any yellow "Knowledge" tiles have an end of phase effect.
End Game