

Setup

1. Place out the game board and place all the buildings on their assigned spaces.
2. Place doubloons on the game board bank.
3. Give each player 1 player board and 1 less doubloon than there are players.
4. Pick a starting player and give them the **Governor card** and a blue *indigo* tile. Give the other players:
 - **3 Players:** 2nd: indigo / 3rd: corn
 - **4 Players:** 2nd: indigo / 3rd and 4th: corn
 - **5 Players:** 2nd and 3rd: indigo / 4th and 5th: corn
5. Set out victory point chips. 3/4/5 players : 75/100/All points
6. Set out all 8 query tiles face-up
7. Shuffle all remaining plantation tiles and place face-down in stacks

8. Place 1 more plantation tile than the number of players face-up
9. Place role cards based on number of players. 3 players: All cards but both prospectors / 4 players: All cards but one prospector / 5 players: All cards
10. Place cargo ships based on number of players. 3/4/5 players : 4-6/5-7/6-8 cargo spaces
11. Place out goods pieces and the trading house tile
12. Place colonist ship with number of player's colonists on it
13. Place colonists out based on number of players. 3/4/5 players : 55/75/95 colonists

Goal of the Game

Players build plantations and buildings, produce goods, and then sell or ship them. Be the player with the most points at the end of the game.

Player Turn

End Game