

## Setup

1. Set out the 3 game boards (Use numbers in top left corner for ordering).
2. Give each player 1 Person disc, 1 Ship marker, and 1 Game turn overview card.
3. Shuffle the 7 supply disks and place them face-down in the water spaces. Place players' ships beside the first supply tile.
4. Place out the goods and food supply tokens.
5. Place the starting goods (Check text on offer spaces for amount).
6. Give each player 5 Francs and 1 coal.
7. Set 6 Special Building cards face-down onto the marked space.
8. Set out the starting building cards (Construction Firm and 2 Building Firms).
9. Set out the Standard Buildings. Only use a card that has a dark tick (Or light if playing the short version) for the current number of players. Divide the cards into 3 piles and sort them into descending order according to the Sort Number (top right).
10. Sort the Round cards for the appropriate number of players according to the dark circled number (or light if playing the short version).
11. Set out the Loan Cards, Round Overview card, and Food Production tokens. Pick a starting player.

## Goal of the Game

### Player Turn

A player's turn consists of two Mandatory actions as well as optional Additional actions.

### Supply Action

At the start of his turn, a player first moves his ship to the next available Supply tile and distributes the marked goods to the corresponding Offer area. If the player moved his ship onto the Supply Tile with "Interest" on it, then all players with a loan must pay 1 Franc interest.

### Main Action

The Main Action is mandatory. The player may do one of the following:

- Take all the goods or Francs from one of the Supply Spaces.
- Use a building. Move your player disk to an *unoccupied* building. The player may not reuse the building where their Player Disk is currently placed. Only buildings that are owned by the town or a

player may be used. Before taking the action, the Entry Fee (top right) must be paid. Food fees may be paid with food or Francs. Franc fees may only be paid with Francs.

## Additional Actions

- **Buying:** At *any* point during his turn, a player may buy one or more buildings and/or ship cards.
  - Any building owned by the town and the buildings on the top of the three Proposal tiles may be purchased. If a separate cost is not listed, then the value is the price.
  - The topmost face-up card on each ship pile may be purchased.
- **Selling:** Buildings and Ships may be sold *to the town* for **half** their value (Top left Franc number). Selling may happen on other players' turns, but not while they're taking an action. Buildings may not be sold and then bought again in the same game turn.

## End of a Round

After the end of every seventh game turn, the top Round card is resolved. The number in the pot symbol is the amount of food that each player must play during the Feeding Phase.

- **Harvest:** If a player has at least 1 grain, they get another grain. If they have at least 2 cattle, they get another cattle.
- **Feeding Phase:** Each player must pay the food on this Round cards pot symbol. A player's ship(s) reduce the amount of food needed to be paid. If a player doesn't have enough food must either sell buildings or take a Loan card.
- **Town Construction:** If there is a standard or special building card symbol on the Round card then the town builds a new building. If it's a standard building, take the card with the lowest Sort Order number from the Building Proposals. If it's a special building, take the top Special Building from the supply.
- **New Ship:** Finally, flip over the Round card and place the ship on the appropriate pile.

## Final Stage

After the final Round card is resolved, the Final stage begins. Each player gets one more turn and carries out a final Main action. Supply and Buying actions are not allowed. No interest is paid. Players may use **occupied** buildings during the Final Stage. However, a player may not reuse the building which their disk is already on.