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.

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.

End Game