

## 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] 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.

## Game Flow

Each round, the **governor** begins by taking an available role card. All players take the chosen action in clockwise order. The next player chooses a role and all players take that action as before. The person who chose the role gets the *privilege* listed on the card. After all players have picked a role, place 1 doubloon on the remaining unused role cards. Return all picked role cards back to the table and pass the **governor** card to the next player in clockwise order.

## Roles

## End Game