

## Anno 1503 Quick Reference

### Setup

- 1 – Separate island tiles by # on back; remove any with # greater than number of players; shuffle stacks separately and place them face down on matching # spaces on the main board; remaining tiles set aside in single face-down stack.
- 2 – Each player selects color (4 score markers, 2 ships, 7 inhabitant tiles) and takes a player board, 1 Stone card and 1 Wood card; place 2 inhabitant tiles in each red-bordered square (1 and 2 face-up); place ship on ship icon on main board; place tiny marker on “7” on gold track.
- 3 – Remove building tiles with # greater than number of players; remaining tiles placed face-up near main board.
- 4 – Choose start player

### Turn Overview – on your turn, perform these steps in this order

- 1 – Roll the die.
  - a: NOT a 6: **Each** player receives the commodity shown on his player board for that number. Players with Offices assigned to the number **choose** which commodity they receive.
  - b: IS a 6: Roll again
    - i: 1 – 2: Pirate: **Each** player **must** pay 1 gold for **each** island tile along either outside edge of player board (Offices and Contracts). If player is too poor, he pays **no** gold and shuffles 1 of his island tiles into the reserved stack. The top of the reserve stack is then placed face-down in the empty space farthest from the ship start space (# on tile and space are ignored). [See *Fire Brigade*]
    - ii: 3 – 4: Fire: **Each** player **must** pay 1 gold for **each** inhabitant outside the 2 red-bordered squares on player board. If player is too poor, he pays **no** gold and removes the inhabitant from the right end (most recently built). Any associated public building is also removed and placed back into supply. [See *Smithy*]
    - iii: 5 – 6: Gold Times: **Each** player receives a commodity of his choice. [See *Church*]
- 2 – Buy / Sell / Build, in any order.
  - a: Buy: purchase up to 2 commodities per turn at a cost of 6 gold each.
  - b: Sell: you must have the appropriate inhabitant to sell a commodity (e.g. to sell Spice you must have a #3 and for Tobacco you need a #4). You receive the same amount in gold for each commodity sold (so 3 for Spice and 4 for Tobacco). You can only sell 1 **type** of #1 commodity for **each** #1 inhabitant (so to sell Stone and Wood, you must have 2 #1 tiles). [See *School, Restaurant, Bath House*]
  - c: Build: to build a ship, place a #1 or upgrade an already placed inhabitant, return the proper combination of commodities as shown on the player board. When a #1 is placed above an empty brown square, place one public buildings from supply there.
- 3 – Move ship(s). # of action points available equals the number of players. It costs 1 action point to move 1 sea space or look at adjacent island tile (diagonally not allowed in either case). If you take the island tile, remove your ship from the board. If a player has both ships active, each ship gets the full # of action points. [See *Shipyards*]
  - a: Office (picture of a commodity): place along top of player board; when that number is rolled, may take Office commodity instead of normal one.
  - b: Contract (-1 gold icon): place along right edge of player board; reduces cost of purchased commodities by 1 for each Contract (max: 3).
  - c: +12 Treasure: immediately gain 12 gold.
  - d: Upgrade Treasure (2 people icons): immediately upgrade any inhabitant 1 step for free (no commodities required).

### Scoring and Game End

Place a score marker whenever a player achieves one of the 5 victory goals (3 Merchants (#4); 4 public buildings (full player board interior); 3 Contracts (full right edge); 4 Offices (full top edge); and 30 gold). Remove markers if the victory condition is lost. The first player to place all of his markers wins.

**Public Buildings** listed on back.

## Public Buildings

**Fire Brigade** (fire symbol): When the “Fire” event happens, this player's inhabitants are protected. He does not pay any gold.

**Smithy** (skull): When the “Pirate” event happens, this player's island tiles are protected. He does not pay any gold.

**Church** (wheat): When the “Golden Times” event happens, this player gets 2 commodities instead of only 1.

**School** (tool/stone/wood): Each time this player sells one of his pioneers a tool, a wood or a brick, he gets 2 gold instead of the usual 1 gold.

**Restaurant** (spice/cloth): Each time this player sells one of his settlers a cloth, or one of his citizens a spice, he gets 4 gold.

**Bath House** (tobacco icon): Each time a player sells one of his merchants a tobacco, he gets 6 gold instead of 4 gold.

**Shipyard** (ship x2): This player has double the normal available action points for each of his ships.

**Large Branch Office** (hand): Once during his turn the player may draw one commodity card at random from another player's hand. He must pay that player 2 gold.