

# ANNO 1503

...when adventurous mariners sailed the Seven Seas with dreams of fame and fortune. Those who returned safe and sound told tales of grand, bountiful islands unspoiled by man. Not long after receiving this news, the first pioneers journeyed to the new islands. Filled with desire for a new and better home, they cleared the land and built their first simple shacks. They met with some modest success and soon the pioneers proudly called themselves "settlers." They discovered more islands nearby: islands rich with spice, tobacco, and cotton. Trading these goods allowed the settlers to become well-to-do townsfolk and then rich merchants.

## GAME COMPONENTS

- ◆ 1 Game Board
- ◆ 90 Commodity Cards
- ◆ 4 Home Island Boards
- ◆ 32 Island Tiles
- ◆ 28 Colonist Tiles (7 per player)
- ◆ 14 Public Building Tiles
- ◆ 16 Coat of Arms Markers (4 per player)
- ◆ 8 Wooden Ships (2 per player)
- ◆ 1 Die

## PREPARING FOR PLAY

Open the **Game Board** on the table. It shows an area of rich islands waiting to be discovered during the play of the game.

Sort the **Island Tiles** into three stacks by the number of islands (2, 3, or 4) shown on the back. With two players, only the tiles with 2 islands will be used. With three players, add the 3-island tiles. Use all of the tiles are with four players.

Mix each group of tiles separately and place them face down on the board on the spaces with the same number of islands showing.

Some tiles will be left over. They should be placed next to the board face down to act as a reserve. Each player chooses a color and takes the matching pieces:

4 Coat-of-Arms Markers



2 Ships



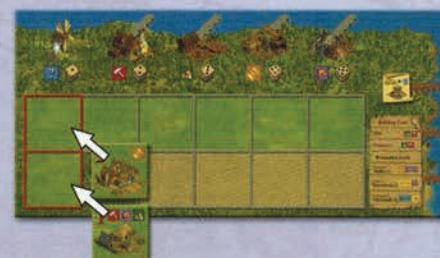
7 Colonist Tiles



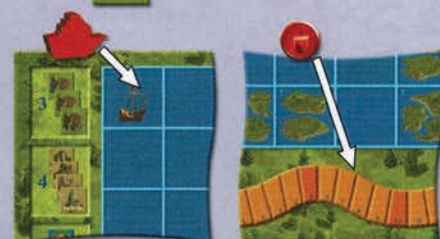
The **Colonist Tiles** are two-sided and have either the combination Pioneer/Settler or Townsman/Merchant.



Each player takes a **Home Island Board** and places it in front of him. Place a Pioneer and a Settler in the two red-bordered spaces on your Home Island.



Each player places one of his **Ships** on the starting space on the board. Each player also places a **Coat-of-Arms Marker** on the "7" space of the gold track on the edge of the board. This shows that each player starts with 7 gold pieces.



The **Public Building Tiles** have a brown background. With two players, remove the tiles with the numbers 3 and 4 on the backs. With three players, remove the tiles numbered 4. Use all the tiles in a four-player game. Set the tiles face-up beside the board where all players can see them easily.



Sort the **Commodity Cards** by type and stack them face up beside the board. Each player starts with one "Stone" and one "Lumber."



## THE STORY

Each player has workshops on his home island that produce stone, lumber, tools, and cloth on different die rolls. You can use these commodities to build ships, bring additional pioneers to your islands, or help the pioneers become settlers. To win *Anno 1503*, though, the settlers must become townsfolk or merchants, and this requires spice and tobacco. These commodities are not found on your home island, only on the small islands shown on the game board. So you must build ships and claim the most lucrative islands for yourself. To win the game, you need to fulfill 3 of the 5 possible victory conditions. For example, having three merchants, having 30 gold pieces, and building four public buildings each complete one of the victory conditions.



Want to get started playing *ANNO 1503* immediately? Then look for my website- [www.profeasy.com](http://www.profeasy.com) -and watch Marlene and Siegfried play a game.

Yours truly, Prof. Easy



## SEQUENCE OF PLAY

Each player rolls the die. The player who rolls highest goes first. On your turn, you will take the following actions in order:

1. Roll for production for all players
- 2a. Spend and build
- 2b. Buy and sell commodities
3. Move ships and discover islands.

Actions 2a and 2b do not have to be done in order. You can, for example, buy a commodity, build a ship, and then sell a commodity.

**Note:** At the end of your turn, you may not have more than 5 commodity cards. If you have more than 5, then you must discard the excess cards of your choice. When you are finished with your turn, the player to your left starts his turn.

## THE ACTIONS IN DETAIL

### 1. Roll for production for all players

The first action you take each turn is to roll the die. **Each** player (not just you) looks at his home island to see which commodity card matches the number rolled. If the number rolled is next to your workshop with the question mark, then you can choose any one of the six commodities, even tobacco or spice! If a "6" is rolled, then no one receives any commodity cards that turn. Instead, a random event occurs (see page 3).

#### Example:

A "4" is rolled. This player receives a cloth. If a "1" had been rolled, he could have taken any Commodity Card he desired.



### 2a. Build, recruit, and promote

#### Build ships

If you want to build a new ship, you must spend 1 cloth, 1 lumber, and 1 tools card. The new ship is launched in the starting space on the board.

#### Recruit pioneers

You can add a new pioneer to your home island by spending 1 lumber and 1 tools card. The new pioneer is placed on your home island board in an empty green square next to another colonist. The pioneer is placed with the "1" showing in the upper left corner.

#### Promote colonists

The other types of colonists cannot be purchased directly. Instead, you must "promote" lower level colonists. A pioneer can be promoted for 1 cloth and 2 stones. Then you can turn the pioneer over to the settler side (2). If you want to promote a settler to a townsman (3), then you need to spend 2 spice and 1 stone.

A townsman can become a merchant (4) for 2 tobacco and 1 spice.



#### Example:

This player promotes her settler to a townsman. She pays 2 spice and 1 stone, removes the settler tile, and replaces it with a townsman tile.



**Important:** If all four of your pioneer/settler tiles are on your home island board, then you can not recruit any new pioneers. You must first pay to promote a settler to a townsman so you will have a pioneer/settler tile available again. Then you can pay 1 lumber and 1 tools card to place a new pioneer.

#### Building Cost Overview

The costs for new ships and pioneers, as well as costs for promoting settlers, townsfolk, and merchants, are all shown on your home island board. For example, promoting a pioneer to a settler costs 1 cloth and 2 stones.

Building Costs	
Ship	1 Cloth, 1 Lumber, 1 Tools
Pioneer (1)	1 Lumber, 1 Tools
Promotion Costs	
Pioneer to Settler (2)	1 Cloth, 2 Stones
Settler to Townsman (3)	2 Spice, 1 Stone
Townsman to Merchant (4)	2 Tobacco, 1 Spice

### 2b. Buy and sell commodities

Commodities serve two purposes in *Anno 1503*. On one hand, you need commodities to get new pioneers and ships and to promote your colonists. On the other hand, you can sell commodities to your colonists to make gold. This gold can then be spent to buy more commodities you need.

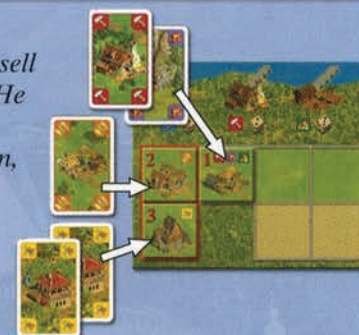
**Please Note:** Players cannot buy, sell, or trade commodities with other players.

#### Selling Commodities

Each turn, you can sell **one** commodity to **each** colonist on your home island. The commodities that each colonist will buy are shown on the colonist tile. So, you can sell a stone **or** a lumber **or** a tool to your pioneer, a cloth to a settler, a spice to a townsman, or a tobacco to a merchant. The amount of gold you receive for the sale is equal to the number on the colonist tile. When you sell a commodity, the card is returned to the bank, and your coat of arms marker is moved up the gold track to show your newfound wealth.

#### Example:

This player needs gold and would like to sell as many of his 5 commodities as he can. He can sell either the tools or the stone to the pioneer. He sells him the stone. In addition, he sells his cloth to the settler and one of his two spices to the townsman. He receives a total of 6 gold pieces and moves his coat of arms marker up 6 spaces on the gold track.



#### Buying Commodities

Each turn, you may purchase up to **two** commodity cards for 6 gold each. For example, if you need a spice, you can move your coat of arms marker down 6 spaces on the gold track and take a spice card from the bank. Buying commodities does not involve your colonists.



### 3. Move ships and explore islands

Each turn, each ship has action points equal to the number of players in the game. So, in a two-player game, each ship has 2 action points, in a three-player game each ship has 3, and in a four-player game 4.

#### Rules for Ship Movement:

- ◆ A ship may move to any of the four adjacent sea spaces, but may not move diagonally.
- ◆ Ships may **not** move onto island spaces.
- ◆ It costs 1 action point to move a ship one space.
- ◆ Any number of ships can share a space.
- ◆ If you have two ships on the board, each ship receives the full number of action points.

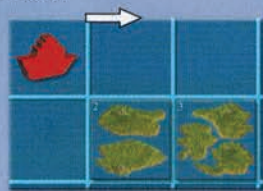
#### Exploration:

If you move a ship next to an island tile, then you may secretly examine the tile (exploration). You should be careful not to reveal the tile to the other players. Exploration" also costs one action point. After you examine the island tile, you must decide if you are going to end that ship's voyage and claim the island for yourself, or leave it behind and continue the journey. If you decide not to claim the island, then return it face down to the space. If your ship has any action points left, you can continue moving and/or explore other island tiles. If you decide to claim the island, then you must remove your ship token from the board and return it to your supply.

**Please note:** A ship may move next to an island, but never onto an island.

#### Example:

Three people are playing. The Red player spends her 3 action points in this order:



1st Action Point:  
She moves the ship one space to the right.



2nd Action Point:  
She explores an island, but decides not to use it and returns the tile to the board.



3rd Action Point:  
She moves her ship another space to the right. On her next turn she can explore the "3"

### USING THE ISLAND TILES

There are three different kinds of island tiles. An outpost shows a commodity, a trade agreement has a "-1", and a treasure is marked with a chest:



#### A) Outpost

When you take an outpost, place it next to any open **gray** pier at the top of your home island. If the number next to that pier is rolled, you can either take the commodity next to that workshop, **or** the commodity shown on the outpost. Therefore, it's a good idea to place the outpost next to a pier connected to a workshop that produces a different commodity.

Since you have 4 gray piers on your home island, you can have up to four outposts. If you discover a fifth outpost during the game, you cannot take it or exchange it.

#### B) Trade Agreement

If you take a trade agreement, it is connected to an open brown pier on your home island. Each trade agreement reduces the amount of gold you must spend to buy commodities from the bank. So, if you have three trade agreements, then you can buy one or two commodities each turn for 3 gold each. Since you only have 3 brown piers, you cannot collect more than 3 trade agreements.

#### c) Treasure

If you decide to collect a treasure tile, you gain the benefits right away. Depending on the type of treasure, you can either promote one of your colonists for free or gain 12 gold pieces (see the summary on the back of the rulebook). The treasure tile is removed from the game.

**Please note:** Your ship is returned to the supply when you collect a treasure, just like any other type of tile.

#### Example:

This player owns a spice outpost and two trade agreements. On a roll of "3" he may take either spice or lumber. With his Trade Agreements he can buy a commodity for 4 gold instead of 6 gold.



### THE PUBLIC BUILDINGS

Starting with your fourth colonist, each time you recruit a pioneer you will be able to choose one of the "public buildings" and place it in the brown space just below the new pioneer. You cannot take two identical public buildings. If there are no more public building tiles available, then you **cannot** recruit any more pioneers. Each public building grants a different benefit, which is explained on the back of this rulebook.

#### Example:

A player places a new pioneer on the 5th space of her home island. She chooses the "Church" tile and places it beneath the pioneer. She could not choose a second school because she already has one on her island.



### THE EVENTS

When a "6" is rolled, **no** commodities are produced by any player that turn. Instead, roll the die again to determine which random event has occurred.

**1, 2 – Pirate:** Each player **must** pay 1 gold for each island tile (outpost or trade agreement) next to his home island. If (and only if) you do not have enough gold to pay, then you must remove one outpost or trade agreement of your choice. If this happens, you do not pay any gold. If you are able to pay, however, then you must pay. If an island tile is removed, then it is shuffled together with the reserve pile, and the top tile is placed face down on the empty island space farthest from the starting space. The number of islands on the tile does not matter.





**3, 4 – Fire:** Each player **must** pay 1 gold for each colonist on his home island that is not in the red safety zone. If (and only if) you do not have enough gold to pay, then you must remove the colonist you recruited **last**. You may remove a pioneer or a promoted colonist, but it must be the colonist that is the farthest from the red safety zone. If you must remove a colonist, your gold remains unchanged. If you are able to pay, however, then you must pay. If a colonist above a public building is removed, that public building is returned to the supply.



**5, 6 – Good Fortune:** Each player may take any one commodity card of his choice from the bank.



### Example:

*This player has 3 island tiles and 2 colonists outside the red zone. If the pirate is rolled, he must pay 3 gold, and if the fire is rolled he must pay 2 gold*



## VICTORY CONDITIONS

There are 5 victory spaces on the board that show the different victory conditions. When you have 30 or more gold, 4 outposts, 3 trade agreements, 4 public buildings, and/or 3 merchants, place one of your coat of arms markers on each matching victory space. Each victory condition you complete awards you one victory point.

### Please Note:

Victory points can be lost during the game! If you no longer meet the requirement, you must remove your coat of arms marker from the appropriate victory space. So, for example, if you spend enough gold to reduce your total to less than 30 gold pieces, you would remove your coat of arms marker from the gold victory space. You can also lose a victory point if an event causes you to lose an outpost, trade agreement, public building, or merchant!

The number of public buildings, outposts, and trade agreements in the game is not enough for all players to claim these victory points. Only the victory boxes for gold and merchants are always available to everyone.



## END OF THE GAME

If you have a total of three victory points on your turn, then the game is over and you are the winner!

**Mayfair Games, Inc.**  
Skokie, IL U.S.A.

[www.mayfairgames.com](http://www.mayfairgames.com)

English Translation: Hunter Johnson  
English language editing and development: Robert T. Carty, Jr., S. Coleman Charlton, Pete Fenlon, Will Niebling, William Niebling, Larry Roznai, and Guido Teuber.



Illustration: Max Design  
Graphics: Bluguy Grafikdesign, Munich  
Editing: Barbara Schmidts & Sebastian Rapp  
Original German version © 2003 KOSMOS Verlag  
The designers and publisher would also like to thank all playtesters and proofreaders, especially the Indigo Pearl group (Maris Feldmann, Nils Hegerding, Thomas Hellwig), as well as the crew at SUNFLOWERS for their support.



SUNFLOWERS is a registered trademark and trade name of SUNFLOWERS Interactive Entertainment Software GmbH. Anno 1503 © 2003 by SUNFLOWERS Interactive Entertainment Software GmbH. All rights reserved. [www.sunflowers.de](http://www.sunflowers.de)  
You can find more information about the PC game at [www.anno1503.com](http://www.anno1503.com).  
Licensed obtained through the involvement of Indigo Pearl & Co.KG, Hamburg

## TREASURE TILES



Promote one colonist of your choice one level.



You receive 12 gold.

Copyright © 2004 Mayfair Games, Inc. and Catan GmbH. Produced under license from Catan GmbH and SUNFLOWERS Interactive

Designer: **Klaus Teuber**

See [www.klausteuber.com](http://www.klausteuber.com) and [www.catan.com](http://www.catan.com)