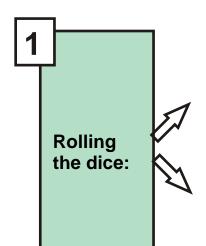
Turn sequences



A 7 was not rolled: Move the ship to the row number that matches the die roll. Each player receives a gold and/or an influence card for each building that generates income in that row.

If the number of the previous turn is rolled again, move the ship either two rows up or down.

A 7 was rolled: Move the ship to a row of your choice. No income is generated from the buildings in that row. Each player must discard one card of her choice for each victory point cube in that row (including watchtowers).

If the player who rolled the 7 has 1, 2 or 3 watchtowers, he may pick one card from the discarded cards for each of his watchtowers.

Building once or twice

Build up to 2 units (church tile, building or city wall piece) in a combination of your choice. Check for increase or decrease of trade points.

Bigger buildings cover smaller ones.



Buildings of the same size may be covered as well.

Placing building permit or taking gold

Take 2 gold or pay for building permit and place it in the row marked by the ship (if the ship row is full, place it in a free space on an adjacent row).



Pay for building permit and place in a row of your choice.

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Move building permit: Move own building permit of your choice on any free space off your choice.



Upgrade building permit: Upgrade own building permit of your choice with a more valuable one. Pay the difference!



Place building permit: Place own building permit on a free space of your choice. Pay the cost of the building permit!



Take 2 gold!