

BUILDINGS OVERVIEW

PRODUCTION BUILDINGS



SMALL BUILDINGS



1 extra coin at Trading House



Quarry instead of Estate



1 extra Estate



Stores barrels of 1 type of Good



1 worker when placing Estate or Quarry



Sell Good already in Trading House



2 extra coins at Trading House



Store barrels of 2 types of Goods



0/1/2/3/5 coins for types of Goods



1 worker when building

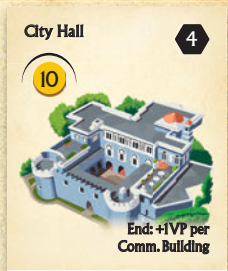


1 extra VP for each load



Chartered Ship (1VP per barrel of 1 type)

LARGE BUILDINGS



1VP for every Commercial Building



1VP for every 4VP in chips



1VP for every 3 workers



1/2VP for every Small/Large Production Building



4/5/6/7VP for 1-9/10/11/12 filled Countryside spaces

EXPANSION I BUILDINGS



1 extra barrel for Large Fruit Warehouse/Large Sugar Mill



Pay 1 less coin (up to 3) for each worker, barrel, or VP returned



Forest instead of Estate; pay 1 less coin for 2 Forests



Buy 1 Estate for 1 coin | Sell 1 Estate for 1 coin



1 coin | 1VP



Discard Estate | 2VP for most empty Countryside



Store 3 extra barrels



Move workers to another tile



Personal Trading Post

LARGE BUILDINGS



1/3/6/10VP for 1/2/3/4 sets of 3 in Countryside



Pay 1 less coin for Small Building | Pay 2 less coins for Large Building



For each citizen, return 1 different barrel for 1VP each



0/1/1/2VP for Building section



Chartered Ship (1VP per any 2 barrels)



1 coin for each load, 1 coin if Captain



1 citizen from supply



1 extra VP for every citizen



Double role's advantage



Coins for barrels of 1 type-1 (except Corn)



Before Shipment, 1VP per 2 same barrels



No special function



1 coin per citizen

EXPANSION II BUILDINGS