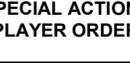


ACCIÓN	DESCRIPTIÓN (The player...)	COST	DETAILS
 MOVE SHIPS	Can move each of his ships to an orthogonally adjacent water space	1 water space for each AP (each ship)	<ul style="list-style-type: none"> 3 VP for the first to establish a trading post on an island Each corner frame consists of 3 water spaces, while each small frame of 1 water space
 LOAD CANNONS	Moves the cannon scoring disc on his player sheet	1 space to the right for each AP	Up to a maximum of 12.
 PLAN	can take neutral landscape tiles or his own village tiles from the general supply and place them next to his player sheet	<ul style="list-style-type: none"> Own tiles: 1 AP for each tile, regardless size Neutral tiles: 1-6 AP, depending size 	Only one neutral landscape tile during each game phase.
 PROGRESS	Moves the progress scoring disc on his player sheet	1 space clockwise for each AP	When he reaches or passes a space with imprinted VP, he must take a progress token from the storage board and place it on his player sheet
 BUILD	Can build the neutral landscape or own village tiles from the personal supply on any island that contains at least one of his own trading posts	<ul style="list-style-type: none"> Village tiles: 1 AP for each tile Neutral landscape tiles: 1-6 AP, depending size 	Place tiles face down, then flip them face up and score: <ol style="list-style-type: none"> On a small island, score the smaller number of VP. On a big island, score the larger number of VP.. The player completing an island scores +3 VP (on a big island also takes the treasure chest) VP for trading posts on a completed island (see table)
 BUY PRODUCTION TOKENS	Can buy production tokens from the storage board and stack them on his player sheet with the commodity tokens	The AP cost is printed on the token	Each player starts with a production token of each type of good (printed on his player sheet).
 SPECIAL ACTION / PLAYER ORDER	Has two choices: <ol style="list-style-type: none"> Change the player order, advancing his disc on the special action track Take a special action that matches the color where his disc lies on the special action track 	<ol style="list-style-type: none"> One space for each AP One action for each AP 	
 TAKE GOLD	May take gold as follows: <ol style="list-style-type: none"> Instead of performing an action If a player's reaches the end of any track (cannon, progress or special action) After completing a big island 	<ol style="list-style-type: none"> No. of cubes in the action space, divided by three, rounded up. Receives 2 gold if AP are still left The treasure chest is worth 3 gold 	<ol style="list-style-type: none"> From 12 gold on, 1 VP for each excess gold No matter how many AP the player forfeits He can exchange the treasure chest at any time
 USE GOLD	Can use gold as follows: <ol style="list-style-type: none"> To increase the available AP in a phase VP at the end of the game 	<ol style="list-style-type: none"> For each gold, 1 additional AP At the end of the game, each gold is worth 1 VP 	

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