

Archipelago Reference

Taxation:



Resources:



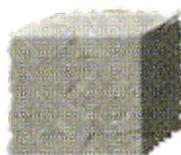
Fish



Fruit



Cattle



Stone



Wood



Iron

!! Taxation actions move the rebellion track up by one.

!! Rebels cannot be taxed.

!! Max of 3 players can tax in a turn.

Harvest: Deploy as many units in regions occupied to applicable resources (units engaged)

Migration:

move meeple/ship by one region

- OR -

Use multiple ships to create a convoy over more than 1 region. (see yellow).

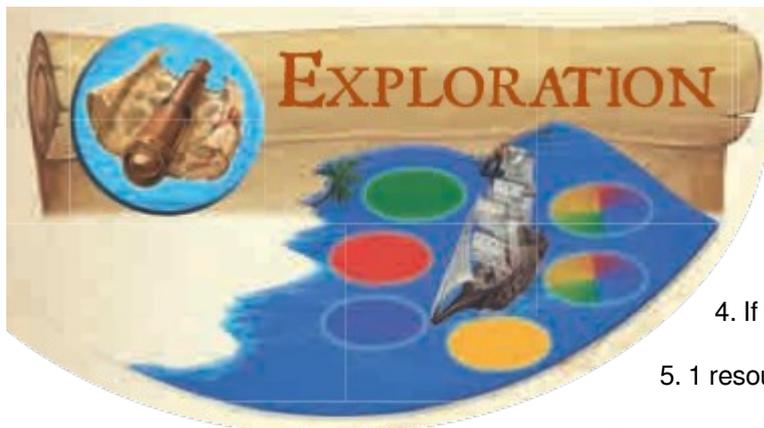
!! Uses up migration for all the convoyed meeples. Doesn't use up ship migration.

!! A single ship can also be placed at a region edge to transport a meeple from one land mass to another in this fashion.



Exploration:

!! Players must use **their colour first** on this location before using the rainbow circles.



1. Choose first visible hex or the one immediately below (no advance knowledge, choose blind!)

2. New region must be placed adjacent to at least 2 regions, 1 of which must contain the player's non-engaged piece.

3. Non-engaged piece moves to new region (region cannot be placed unless unit can legally get there.)

4. If exploration successful, Gain an exploration token:

5. 1 resource (of type from hex) to domestic market.

6. 1 other resource (of type from hex) to player (if possible).



!! If the active player can't place hex, **the exploration fails and the hexagon is discarded.**

(When an exploration token pile runs out each player gains +1 action disk)

Construction:



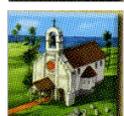
Buildings:

- Player must build in a region where they have an active non-engaged meeple (they may use a ship if building a port).
- Max of 1 type of building per region.
- The active unit used to build the construction becomes engaged; shown by placing the unit on the construction site.



Ships:

- Built in a region with an active non-engaged meeple.
 - Building a ship does not engage the meeple that built it.
- !! If a citizen leaves a building, it is uncontrolled and may be taken by adversaries.



!! Unoccupied buildings are disregarded when resolving events etc.

Recruitment:

Recruit as many workers as desired based on labour exchange rate of surplus worker board

Transaction:

Perform one transaction on the **Domestic** or **Export** market.

- **Buy:** Take the right-most cube and pay the respective amount of florins.
- **Sell:** Add your cube after right-most cube and receive the respective amount of florins.

!! Don't overlook the surplus worker/rebellion implications of selling your cubes!

Construction information:



Towns

- Control all unoccupied buildings within region as if you had a citizen in them.
- No one may take unoccupied buildings within that region.
- **Opponents must ask permission to use harvest** action on town's region (you may charge them).

!! If a player builds construction in the region thereafter, it is theirs until they leave it unoccupied.
!! If a player occupies a construction before town is built, their construction is theirs until they leave it.
!! Town meeple becomes engaged if action performed on unoccupied port or market.



Markets

- Perform 2 transactions on **Domestic Market**:
 - Spend 1f on the market area of the Action Wheel.
 - The meeple on your market is engaged.
 - Doesn't cost an action disk to use.



Ports

- Perform 2 transactions on **Export Market**:
 - Spend 1f on the port area of the Action Wheel.
 - The ship/meeple on your port is engaged.
 - Doesn't cost an action disk to use.



Temples

- Meeple on temple cannot rebel.
- Can stand any number of rebels on their region during a crisis for free.

!! Temples controlled by proxy of a town cannot prevent the town player from rebelling.
!! To use the effects of a temple by proxy of a town, the town meeple must not be in rebellion.

Reproduction:

produce +1 meeple in a region containing exactly 2 meeples of your colour.