

MADEIRA

SECOND EDITION

MINI EXPANSION 1 THE AMBASSADORS - RULES

To use this expansion, the game *Madeira* is required.
All the standard rules of *Madeira* apply unless specified.

CONTENT: 4 Guild Favors (1 each in the 4 Guild colors)

CHANGES TO THE INITIAL PREPARATION - STEP 11.1:

Before step 11.1, divide the 16 Guild Favor tiles (12 from the base game plus 4 from this expansion) into four groups according to their color, and shuffle each group separately. Then randomly choose 1 Guild Favor per group and put it back into the box (they won't be used for the rest of the game). Proceed with step 11.1 using the 12 remaining tiles.

TILES DESCRIPTION



COUNSELOR
For each Colony in which you have at least

1 Ship, you get 1 Good (Wheat, Sugar, or Wine, according to which Good is depicted on the Colony).

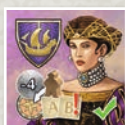


MINISTER RESIDENT
For each Colony in which you have at least 1 Worker, you

get 2 Bread.



ENVOY
You get 2 Reals for each of your Ships in the Colonies.



HIGH COMMISSIONER
Pay 4 Reals and immediately

move 1 of your Workers to any Colony Land.

After you have moved the Worker, you earn 1 PP for each of your Ships in that Colony, if any, and may immediately perform the action of 1 of the 2 King's Rewards in that Colony.

You can move the Worker from your Home, any other Colony Land, any City spot, or any Field. You cannot move it from the City Watch.

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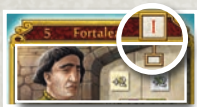
MINI EXPANSION 2 THE HARVESTER - RULES

To use this expansion, the game *Madeira* is required.
All the standard rules of *Madeira* apply unless specified.

CONTENT: 1 Character (Harvester)

CHANGES TO INITIAL PREPARATION - STEP 13 AND PHASE A - STEP 1:

Place the Harvester face-up on the Building that remained empty after you placed the 4 Characters from the base game.



NOTE: As a visual reminder, the small icon on the upper right corner of the Harvester points to the Roman numeral that indicates the current round.

CHANGES TO THE GAMEPLAY - PHASE B

You may place a die (Guild or Pirate) either on a Character tile from the base game, or on 1 of the 4 slots depicted on the Harvester tile. Only 1 die can occupy each of these 4 slots. Each slot allows you to perform a different Harvest action, according to the depicted symbol.

SLOTS DESCRIPTION



Perform the Harvest action following the usual rules. You may then harvest twice 1 of your Fields in that same region depicting the same Good as the just occupied slot and with no Wood on it, if any, receiving 2 Goods of the corresponding type (Wheat, Sugar, or Wine) from the general supply.



Perform the Harvest action following the usual rules. You may then choose 1 Field you just harvested, and harvest it again according to the current situation (i.e. if there is still Wood on the Field or not).