Overview of the Subsidy Acts

Gain victory points equal to the **position** of your scoring piece on the **score track**. Identical positions are worth the same points. *Example in a 4-player game: Peter has 14 victory points, Jana and Hedda have 12 each, and Tim has 9. Thus, Peter gains 1, Jana and Hedda 2 each, and Tim 3.*

Gain victory points equal to the **number of votes** printed on your remaining character card (the one you kept for the Parliament Phase). The Votes special tile is not worth any points.

Gain victory points equal to the number of **product spaces** ( ) on your property that are not covered by building tiles.

Gain victory points equal to the number of **resource spaces** ( ) on your property that are not covered by building tiles.

Gain victory points equal to the number of **building spaces** on your property (including the Warehouse).

Gain victory points equal to the number of **commodities** (rum + cigars) in your forecourt. However, you cannot gain more than 8 victory points at once, even if you have more than 8 commodities.

Choose a **type of product** and count how many markers of that type you have in total in your forecourt and Warehouse. Gain victory points equal to this total. However, you cannot gain more than 8 victory points at once, even if you have more than 8 product markers of the same type.

Gain victory points equal to the number of **water markers** in your forecourt. However, you cannot gain more than 8 victory points at once, even if you have more than 8 water markers.

Overview of the Restriction Acts

*Each Restriction Act changes a specific aspect of the game. This change **applies to all players**. Once active, a Restriction Act remains in effect until it is replaced by a different Restriction Act in the Parliament Phase.*

Harbor Act: Ships immediately depart as soon as they are **fully loaded**. Once a ship is supplied with its fifth trading good, immediately return all its trading goods to the supply. Then, place the ship face down on the bottom of the ship deck and move each of the remaining face-up ship cards in the harbor one berth down (where possible). Then, place the ship card from the Waiting Area onto Berth 1 and refill the Waiting Area with one face-up ship, drawn from the ship deck.

Corruption Act: Each additional vote in the ***Parliament Phase*** costs 2 pesos (instead of the usual 1 peso).

Control Act: The alternative actions of the Architect and the Mayor are blocked and cannot be used by any player. Cover the rewards of their alternative spaces with their action markers. The alternative action of the Tradeswoman is not affected by this act.

Export Act: Whenever you supply a ship (by either playing the ***Mayor*** or using the ability of an Office), gain 2 victory points for each trading good you place onto that ship instead of the usual victory points of that ship's berth.

Drought Act: When you play your ***Worker***, producing products on your property is even more limited: While you produce the resources of all activated resource spaces as usual, you can only produce the marker of **one** of the activated product spaces for free (instead of the usual two). For each of the other activated product spaces, you must separately decide whether you want to produce its marker through irrigation or forfeit it.

Construction Act: When you play your ***Architect*** to construct a building, in addition to its usual construction cost, you must pay **2 Pesos** to the supply. If you cannot pay, you cannot construct a building.

Market Act: When you play the ***Tradeswoman***, the price of each trading good that you buy on the market is **1 peso higher** than the value printed below its market space. If you buy a trading good from the supply, you must pay 8 pesos instead of 7.

Labor Act: When you play your ***Foreman***, you can only use the ability of any **one** building on your property. The position of your worker piece doesn't matter.

CUBANEO OVERVIEW BOOKLET

Overview of the Round Sequence

Cubaneo is played over 6 rounds. Each round consists of the following 6 phases:

A) PREPARATION PHASE *(page 5 of the rulebook)*

- Shuffle the promenade deck and lay the cards out above the promenade. Cover events below donkeys with donkey carts.
- Reveal 4 proposed acts.

B) ACTION PHASE *(pages 6 - 10 of the rulebook)*

Take turns clockwise:

On your turn choose either:
a) play a Character card from your hand **or**
b) (if your car tile is still in front of you) visit a promenade card with your car.

The phase ends when everyone has only one character card left in hand and no car tile in front of them.

C) EVENT PHASE *(page 10 of the rulebook)*

Resolve the one uncovered event on the promenade.

D) PARLIAMENT PHASE *(page 11 of the rulebook)*

Step 1: Everyone reveals their remaining character card and may purchase additional votes by simultaneously revealing coins (1 peso = 1 vote).
Step 2: The player with the most votes from their character card and purchased votes passes two proposed acts. Proposed acts that are not passed are discarded.

E) ACT PHASE *(pages 11 - 12 of the rulebook)*

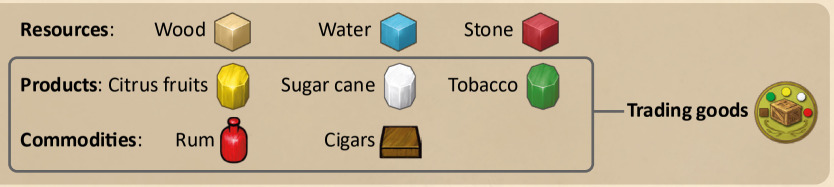
Resolve the active acts (I - III) from left to right (taxes and duties are voluntary).

F) CLEAN-UP PHASE *(page 12 of the rulebook)*

1. *Products Spoil:* Products in forecourts must be returned to the supply.
2. *Ships Depart:* The ship at Berth 3 and all fully loaded ships leave the harbor. The other ships move down and new ones enter.
3. *Reset Action Markers.*
4. *Reset Promenade:* Place cards and donkey carts back beside the promenade.
5. *Retrieve Car Tiles and Character Cards.*

After the Act Phase of the 6th round, the game ends. Each player receives 2 victory points for each of their buildings. The player with the most points wins.

Overview of *Resources, Products, Commodities, Trading goods*



The Abilities of the Buildings

1 Small Bank

Gain **2 pesos** from the supply.

2 Hostel

Gain **1 victory point**.

3 Small Office

Choose 1 ship in the harbor and **supply** it with **1 trading good** from your forecourt or Warehouse by placing it onto a matching free goods space on that ship. Gain victory points according to the ship's berth.

4 Small Distillery

Up to twice: Return **1 x sugar cane** from your forecourt or Warehouse to the supply to gain **1 x rum** from the supply.

5 Small Cigar Factory

Up to twice: Return **1 x tobacco** from your forecourt or Warehouse to the supply to gain **1 x cigars** from the supply.

6 Big Bank

Gain **3 pesos** from the supply.

7 Hotel

Gain **2 victory points**.

8 Large Office

Choose 1 ship in the harbor and **supply** it with up to **2 trading goods** from your forecourt and/or Warehouse by placing them onto matching free goods spaces on that ship. Gain victory points according to the ship's berth.

9 Large Distillery

Up to 4 times: Return **1 x sugar cane** from your forecourt or Warehouse to the supply to gain **1 x rum and 1 peso** from the supply.

10 Large Cigar Factory

Up to 4 times: Return **1 x tobacco** from your forecourt or Warehouse to the supply to gain **1 x cigars and 1 peso** from the supply.

11 Golf Course

Up to 4 times: Return **1 x water** from your forecourt to the supply to gain **1 victory point**.

12 Sawmill

Up to 4 times: Return **1 x wood** from your forecourt to the supply to gain **1 victory point**.

13 Cement Factory

Up to 4 times: Return **1 x stone** from your forecourt to the supply to gain **1 victory point**.

14 Rum Café

Up to 3 times: Return **1 x rum** from your forecourt to the supply to gain **2 victory points**.

15 Cigar Café

Up to 3 times: Return **1 x cigars** from your forecourt to the supply to gain **2 victory points**.

16 Resource Store

Up to twice: Return any **1 resource marker** from your forecourt to the supply to gain **3 pesos** from the supply.

17 Product Store

Up to twice: Return any **1 product marker** from your forecourt or Warehouse to the supply to gain **5 pesos** from the supply.

18 Commodity Store

Return any **1 commodity marker** from your forecourt to the supply to gain **8 pesos** from the supply.

19 Monastery

Return **1 x rum and 1 x cigars** from your forecourt to the supply to gain **5 victory points**.

20 Backyard Market

Return any **1 trading good** from your forecourt or Warehouse to the supply. Then gain any 1 trading good from the supply and place it into your forecourt.

21 Customs Post

Either move 1 trading good **from the supply** to any matching empty goods space on a ship in the harbor (**without** gaining victory points) **OR** move any 1 trading good from a ship in the harbor to the supply.

22 2nd Warehouse

Move all products from your forecourt to your Warehouse.

23 Lighthouse

Place the ship in the **Waiting Area** face down on the ship deck. Then search the ship deck for **any one** ship card and place it face up on the Waiting Area. Shuffle the ship deck afterward.

24 Dam

Gain **2 x water** from the supply. (*The Dam is a building space and not a resource space, so you cannot produce water here with the Worker.*)

25 Casino

Up to 3 times: Pay 4 pesos to the supply to gain 2 victory points **OR** lose 2 victory points (by moving your score marker backward) to gain 4 pesos from the supply.

26 Customhouse

Move **all** trading goods from **any one** ship in the harbor to the supply.

27 Newspaper Publisher

Place the **Newspaper special tile** face up next to any one act deck. If **no** proposed act is passed from this deck in the following Parliament Phase, gain **1 peso** from the supply and **1 victory point**. After the Parliament Phase, place the Newspaper special tile face down onto this building until you use it again.

28 Town Hall

Place the **Votes special tile** face up next to your played character cards. In the next Parliament Phase, you have **2 additional votes**, which are added to those of your remaining character card. After the Parliament Phase, place the Votes special tile face down onto this building until you use it again.

29 Church

Place the **Decree special tile** face up next to an act deck **other** than the one it is currently next to (the first time you use the Church, place the tile next to any act deck). Then remove that deck's proposed act from the game without revealing a new one. Thus, only the other 3 proposed acts are available in the following Parliament Phase. The Decree special tile remains next to the act deck to indicate that you must choose a different deck the next time you use the Church. **Attention:** The Church can't be used more than once per round.

30 Samba School

Place the **Partner special tile** face up next to your played character cards. The next time you perform **a character's alternative action**, gain the chosen reward of its alternative space **twice**. Then, place the Partner special tile face down onto this building until you use it again.
Note: After using the Samba Schools's ability and placing the Partner special tile face up in front of you, it remains there until your next alternative action, even if this does not occur until a later round.

Note: There is a square space next to each act deck to show where the Newspaper and Decree special tiles can be placed. Both special tiles can be next to the same act deck at the same time.