Components and Setup

1. Assemble the street board and place it in the center of the play area.

2. Shuffle the 25 barrel tokens and place one token face-down on each space of the street, as shown.

3. Place the 75/50 tokens on top of one of the towers at the end of the street. Place the 3/100 tokens on top of the other tower.

4. Sort all building cards by color. Then, randomly take a number of cards of each color based on the number of players as shown here:

   - 2 players: 6, 8, 6
   - 3 players: 6, 10, 8
   - 4 players: 10, 12, 8

   Shuffle these cards together; you will use these cards to prepare the display. When preparing the display, make sure you place the building cards face-up, with the matching character showing in the top-left corner.

5. Start by placing a row of five cards above the street as shown. Then place a row of five cards below the street.

6. Continue placing rows of five cards, alternating above and below the street, until all building cards have been placed. There will be two total six-row sets with 2/3/4 players respectively. Return the remaining building cards to the box.

7. Each player takes the eight characters cards showing his colored player icon in the bottom-right corner (each icon also shows a Greek letter to help differentiate them.) Each player shuffles his cards and places them face-down on the closed door space of his player board to create his deck. Then, each player draws five cards from his deck to create his initial hand of cards.

8. Each building is paired with a character; both are identified with the same letter in their bottom-right corner (e.g., the “H” building is paired with the “H” character). For each building in play, find the matching character card and place it face-up on the top-right corner of its building (the icons on the left and bottom of the building must remain visible). Even though some characters appear more than once, place only one character on each building. Return the remaining character cards to the box.

9. Each player takes the figure and the right houses of his color. The figures are placed in front of the “1” space of the street.

10. Face all goods (gold, wood, stone, and brick) next to the street board to create a supply. Then each player takes one good of each of the four types.

11. The player who was most recently on an island is the first player. Place one good of each type near an island for the first player. Proceed counterclockwise, each player takes the right of the first player and proceeding clockwise, each player takes one of these goods until all players have taken one.

12. When playing with fewer than four players, those goods will remain visible. Even though some characters appear more than once, place only one character on each building. Return the remaining goods to the supply.

Components
- 1 Street Board, in 2 pieces
- 25 Barrel Tokens
- 30 Bricks
- 30 Stones
- 42 Coins (blue, yellow, green, and red)
- 4 Player Figures, 1 each in 4 colors (blue, yellow, green, and red)
- 4 Player Boards
- 37 Building Cards
- 4 75/100 Tokens
- 25 Barrel Tokens
- 1 Street Board, in 2 pieces
- 1 Card Reference
Final Phase

The final phase is triggered when a player does one of the following:

• Moves Jean Parisot de Valette onto the last barrel.
• Moves his figure onto space 25.
• Places his eighth house.

After the player has finished his turn by drawing up to five cards from his discard pile, the final phase begins. Each player shuffles his deck and discard pile together and places the cards facedown on his board to create a new deck.

Note: The cards in a player’s hand are not shuffled together with his deck and discard pile.

The final phase is played over several turns, over the course of which each player will play his entire deck exactly once. During the final phase, player turns are played exactly as before with the following two changes:

• If you cannot draw until you have five cards, draw only the cards remaining in your deck. Do not create a new deck from your discard pile.
• Once you have played your last card, your turn will be skipped for the rest of the game.

Game End

The game ends when all players have played all of their cards. Each player scores the points shown in the bottom-right corner of each of his buildings.

Example: Red still has 4 gold, 3 wood, and 2 tiles for a total of seven goods.
She scores 2 points.

The player with the most points wins. In case of a tie, the tied player who built the most houses wins. If the tie persists, the tied players share the victory.

Credits

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Special thanks to Dr. Urs Buhlmann from the Order of Malta for providing valuable background information.

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