

Buildings:

Name	red	violet	black	green	blue	grey
Archive			■		■	
Bank			■		■	
Border Guard					■	
Cathedral					■	
Chapel			■			
City Hall					■	■
Cloister			■		■	
Cooperage					■	
Court			■	■		
Crane				■	■	
Customs Station					■	
Embassy						■
Exersize Yard			■			
Fortress					■	
Gate				■		■
Hospital						
Jade Storage			■	■		
Lacquerware Storage			■			
Lighthouse					■	■
Magistrate						■
Meeting Room				■		
Mik's Tavern						■
Office					■	■
Palace			■			
Paper Storage						■
Pawnshop						■
Porcelain Storage				■		
Prefecture					■	
Pub				■		
Quarry			■	■		
Residence			■		■	
Rice Storage				■	■	
Sail Loft				■		■
School						■
Silk Storage					■	
Smithy				■		■
Spice Storage			■	■		■
Statue			■			
Store			■			■
Tea Storage						■
Tower						
University						
Vault				■		
Well					■	

# Colors	# Cubes	gold	prestige	Card Text
2	2	■	■	You pay 1 AC less when activating each office card
4	4	■	■	You take 2 GC
1	2			You take 1 GC more, when you use at least 1 "customs" office card
1	3			Return different-colored AC (up to 6); score 1 PP for each different-colored AC returned
2	3	■	■	You score 1 PP, if you scored at least 1 PP this round
2	3	■	■	You score 1 PP for each of your activated "administration" office cards
2	2			You score 1 PP when you are in the lead alone on the prestige track
2	3	■	■	You score 1 PP more for each ware tile which you deliver
2	3	■	■	Your score 1 PP for each of your activated "law" office cards
2	3	■	■	When activating a building, you pay 1 AC less
2	3	■	■	Score 1 PP for each of your activated "customs" office cards
2	4	■	■	You score 2 PP more whenever you acquire prestige due to the tribute table
1	2			You take 1 GC more, when you use at least 1 "military affairs" office card
2	3			You score 1 PP for each of your activated "military affairs" office cards
2	3			You score 1 PP when you are first on the wall
1	1	■	■	You take 1 GC whenever you activate a person card
2	3	■	■	For each "jade" ware tile you deliver, you score double PP
2	3	■	■	For each "lacquerware" ware tile you deliver, you score double PP
2	3			You take 1 GC for each ware tile you deliver
1	2	■	■	You take 1 GC more, when you use at least 1 "administration" office card
3	4	■	■	At game end, you score 2 PP for each office card type you have activated
1	4	■	■	You take 1 GC whenever you have at least 3 activated persons
2	4	■	■	If you used at least 1 office card, you score 1 PP
				At game end, you score 2 PP for each activated card (including this) which scores PP at game end
3	3	■	■	
2	3			For each "paper" ware tile you deliver, you score double PP
2	3	■	■	You take 1 GC, if you took at least 1 GC this round
2	3	■	■	For each "porcelain" ware tile you deliver, you score double PP
3	3			At game end, you score 1 PP for each of your activated office cards
2	4	■	■	Your receive 1 GC. Or 3 GC, if you also have activated the host
2	3	■	■	You score 1 PP for each of your activated "build" office cards
3	3			At game end, you score 1 PP for each of your activated buildings (including the residence)
2	3			For each "rice" ware tile you deliver, you score double PP
2	3			You may move your ship 2 spaces
2	3			You take 1 GC when at least 2 of the 5 card spaces on your tableau are empty
2	3	■	■	For each "silk" ware tile you deliver, you score double PP
2	4	■	■	At game end, you score 1 PP for each of your ownership markers in the city
2	3	■	■	For each "spice" ware tile you deliver, you score double PP
1	4			At game end, you score 3 PP for each of your ownership markers in a "dark" city quarter
2	3			Pay 2 of any AC and take any 1 AC
2	3	■	■	For each "tea" ware tile you deliver, you score double PP
2	2	■	■	In a stack on the wall, you disc is situated always on top
1	3			You score 1 PP when at least 2 of the 5 card spaces on your tableau are empty
2	3	■	■	You score 1 PP for each of your activated "finance" office cards
2	3	■	■	You move forward 1 space on the wall whenever you take possession of a city quarter

People:

Name	red	violet	black	green	blue	grey
Abbot					■■■	
Accountant					■■■	
Artisan			■			■
Baronesa Dois				■		
Baronesa Tres					■	■
Baronesa Um			■			
Beggar				■		
Bishop			■			■
Cabin Boy				■■■		
Captain				■■■	■	
Carpenter				■		
Coachman					■	
Councilman				■		
Count				■		
Diplomat				■	■	
Donna Blu					■■■■	
Envoy				■■■		
Goldsmith						■
Governor						■■
Grave Diggers				■■■■		
Gunner			■■			■
Healer			■			■
Helmsman			■	■		
Herald			■■		■■	
Host			■■			
Idler			■	■■		
Jester					■■	
Judge					■■	
Lady Black			■■■■			
Madame Vert				■■■■		
Master			■		■	
Master Builder					■	
Midwife				■		
Miss Gray						■■■■
Moneylender			■			■■
Mrs. Red						
Night Watchman			■		■	
Noble						
Office Manager						
Office Worker				■	■	■
Professor			■■		■■	
Prospector				■		
Researcher			■		■	
Scholar			■	■		
Secretary			■■■	■		
Senora Violeta						
Sentry			■		■■	
Soldier				■■■		■
Speculator						■■
Surveyor				■■■		
Treasurer						■■
Vice Governor			■■			■

# Colors	# Cubes	gold	prestige	Card Text
2	4		■	At game end, you do not receive punish markers for the cards on your tableau
1	3	■	■■	You take 1 GC, every time you activate an office card
4	4		■	You need not return the AC to activate one card, but you must have the necessary AC in your action cube supply
2	2		■	At game end, score 3 PP. If you have 2 or 3 activated Baronesses, score 4 or 5 PP each
2	2		■	At game end, score 3 PP. If you have 2 or 3 activated Baronesses, score 4 or 5 PP each
2	2		■	At game end, score 3 PP. If you have 2 or 3 activated Baronesses, score 4 or 5 PP each
2	2		■	Take any 1 AC when you are alone in last place on the prestige track
3	3	■	■■	Pay 1 GC to the bank to score 2 PP
2	3	■■	■■	You score 1 PP, if you have 0-2 ware tiles on board your ship
2	3	■	■■	You score 1 PP, when you move your ship at least 2 spaces
2	3			You take 1 GC whenever you take possession of a city quarter
2	3			You take 1 GC if you have at least 3 activated buildings
1	1			At game end, you score 6 PP for each office card type you have activated 3+ cards of
3	3			You pay 4 GC instead of the required AC wherever you activate a card
3	3		■	You may purchase PP a 2nd time using the tribute table
1	4	■	■■	Take 1 blue AC
2	4	■	■■	Take any 1 AC each time you acquire prestige due to the tribute table
2	2		■	Pay any 1 AC and take 1 GC
2	4	■	■■	At game end, score 7 PP
1	4	■	■■	Discard one of your activated person cards to take 2 GC
2	3	■	■■	You take 1 GC, if you are in last place on the wall
3	3			When you activate a person, you return any 1 less AC
3	3		■	Pay 1 GC to move your ship up to 4 spaces
2	4		■	You can pay 3 GC instead of the required AC whenever you take possession of a city quarter
2	4	■	■■	You receive 1 GC. Or 3 GC, if you also have activated the pub
2	3	■■	■■	You do not have to take a card
2	2	■■	■■	You may use your Joker tile twice (also mixed)
1	2	■	■■	You take 1 GC more, when you use at least 1 "law" office card
1	4			Take 1 black AC
1	4	■	■■	Take 1 green AC
4	4	■	■■	You may place all AC of one die you select on a space next to the space for this die (not behind the 6!)
2	3			You receive 2 GC every time you activate a building
3	3	■■	■■	At game end, you score 1 PP for each of your activated persons (including the midwife)
1	4	■	■■	Take 1 gray AC
3	4		■	You take 1 GC and score 1 PP
1	4	■■	■■	Take 1 red AC
3	3	■	■■	You may take possession of a 2nd city quarter
1	3	■	■■	For each 2 GC you give to the bank take any 1 AC
1	2		■	You take 1 GC, if you have at least 3 activated office cards
4	4	■	■■	You receive 1 GC more for each type of office card used
2	4	■	■■	For each 1 die you select you take 1 GC
1	1	■	■■	For each 3 of any AC you return to the general supply, take 1 GC
4	4			You take 1 AC more per die you select
4	4	■	■■	Take any 1 AC
2	4		■	You may double the use of 1 office card per type of office card
1	4		■	Take 1 violet AC
2	3	■	■■	You may advance 1 space on the wall, if you are not in first place there
2	3			You take 1 GC for each 4 of your ownership markers in the city
2	3	■	■■	You pay 1 AC less when taking possession of a city quarter
1	2	■■	■■	You take 1 GC more, when you use at least 1 "build" office card
1	2			You take 1 GC more, when you use at least 1 "finance" office card
2	3	■■	■■	At game end, score 4 PP

Offices:

Name	red	violet	black	green	blue	grey
Administration 1						
Administration 2						
Administration 3						
Administration 4						
Build 1				■		
Build 2				■ ■		
Build 3				■ ■ ■		
Build 4				■ ■ ■ ■		
Customs 1						
Customs 2						
Customs 3						
Customs 4						
Finance 1						■
Finance 2						■ ■
Finance 3						■ ■ ■
Finance 4						■ ■ ■ ■
Law 1					■	
Law 2					■ ■	
Law 3					■ ■ ■	
Law 4					■ ■ ■ ■	
Military Affairs 1			■			
Military Affairs 2			■ ■			
Military Affairs 3			■ ■ ■			
Military Affairs 4			■ ■ ■ ■			

# Colors	# Cubes	gold	prestige	Card Text
1	1		■	Return 1 violet AC to take 1 GC
1	2	■ ■	■ ■	Return 1 violet AC to take 1 GC
1	3	■ ■ ■	■ ■ ■	Return 1 violet AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 violet AC to take 1 GC
1	1		■	Return 1 green AC to take 1 GC
1	2	■ ■	■ ■	Return 1 green AC to take 1 GC
1	3	■ ■ ■	■ ■ ■	Return 1 green AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 green AC to take 1 GC
1	1		■	Return 1 red AC to take 1 GC
1	2		■ ■	Return 1 red AC to take 1 GC
1	3	■ ■ ■	■ ■ ■	Return 1 red AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 red AC to take 1 GC
1	1		■	Return 1 grey AC to take 1 GC
1	2		■ ■	Return 1 grey AC to take 1 GC
1	3	■ ■ ■	■ ■ ■	Return 1 grey AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 grey AC to take 1 GC
1	1	■ ■ ■ ■	■ ■ ■ ■	Return 1 blue AC to take 1 GC
1	2	■ ■ ■ ■	■ ■ ■ ■	Return 1 blue AC to take 1 GC
1	3	■ ■ ■ ■	■ ■ ■ ■	Return 1 blue AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 blue AC to take 1 GC
1	1	■ ■ ■ ■	■ ■ ■ ■	Return 1 black AC to take 1 GC
1	2	■ ■ ■ ■	■ ■ ■ ■	Return 1 black AC to take 1 GC
1	3	■ ■ ■ ■	■ ■ ■ ■	Return 1 black AC to take 1 GC
1	4	■ ■ ■ ■	■ ■ ■ ■	Return 1 black AC to take 1 GC

TOTAL	58	59	59	60	59	59
Building	24	20	20	16	24	28
Person	24	29	29	34	25	21
Office	10	10	10	10	10	10

90	150
37	57
35	63
18	30

Cards w/# Cubes

	red	violet	black	green	blue	grey
1 Cube	26	23	23	20	19	13
2 Cube	9	11	9	11	10	14
3 Cube	2	2	2	2	4	2
4 Cube	2	2	3	3	2	3
Total	39	38	37	36	35	32