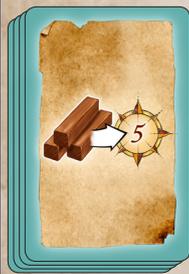
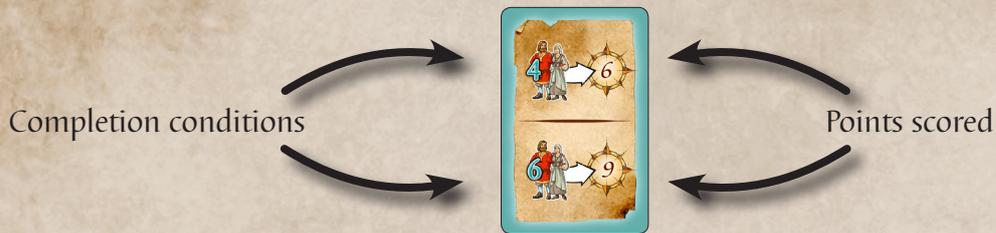


Goal Cards

Goal cards can be completed **only** during the **end** phase. Each goal card is laid out in the same way: if you meet the conditions on the left side of the card, you score the points on the right side of the card. Some goal cards have more than one goal on them; you can complete **only** one goal on that card. When you complete a goal card, discard it to the discard sheet.



There is **one** of this goal card for each commodity (, , , ).

To complete this goal, you must have at least the amount of the shown commodity in your storage area.

You **do not have to pay** the shown commodities to complete this goal card. Gold **cannot** be used instead of the shown commodity.



There is **one** of this goal card for each value (, , , ).

To complete this goal, you must have at least the amount of the shown value among all your ships.

Charter ships, captains, and upgrades **do not** contribute to your total when completing this goal card.



To complete either goal on this goal card, you must have **at least** the shown number of markers in at least one unscored city.



To complete the either goal on this goal card, you must have **at least** one marker in at least the shown number of scored cities.



There is one small ship goal card and one large ship goal card.

 Small ship

 Large ship

To complete either goal on this card, you must have **at least** the shown number of the shown ships in your shipyards.



To complete either goal on this goal card, you must have **at least** the shown number of markers on **the same** island.



To complete either goal on this goal card, you must have **at least** the shown number of markers on at least the shown number of scored islands.



To complete either goal on this goal card, you must have **at least** the shown number of markers among all four islands.

Captain Cards

When you reach the  milestone marker, take one captain card and place it next to your player sheet, where they remain for the rest of the game.



Da Gama

You can place De Gama on one of your ships during the **planning** phase. That ship gains **+3 crate value** this round.



Magellan

You can place Magellan on one of your ships during the **planning** phase. That ship gains **+7 speed** this round.



Cortés

When you take Cortés, take **1 Gold**  from the supply.

When you take **income**, take **1 Gold**  in addition to your normal income.



Columbus

You can place one extra island tile when performing the **discover** action. Then place one of your markers on that tile and take both of its bonuses.



Drake

You gain an additional shipyard.

When you take the **Drake** captain card, place it next to your player board. You can now use this card as another shipyard.



Player Sheet Unique Upgrades

When you purchase your player sheet's upgrade, that upgrade is immediately available to you for the rest of the game. Each player sheet has one shipyard upgrade and one unique upgrade as follows:



Portugal: You gain an additional shipyard.



Spain: When performing the **settle** action, you can place **one** additional marker on any empty space on an island tile. Then take **one** of the bonuses shown on that tile.



France: When performing the **deliver** action, you score 3 additional points for each order you fulfill.



Netherlands: When determining turn order for each of the four actions (**load**, **settle**, **deliver**, and **discover**) increase your total **speed** by 2.



England: When you draw at least two cards while performing the **load** action, you can add **two** of the drawn cards to your hand.