

LISBOA

SETUP

- Each player chooses a colour and takes:
 - 1 Player Board**
 - 1 Player Aid Book**
 - 5 Rubble Set Markers** - place on your Player Board.
 - 8 Houses** - place on your Player Board.
 - 8 Officials** - place 7 on your Player Board and 1 in the Blue Noble's Office.
 - 2 random Clergy Tiles** - keep 1 on your Player Board and return 1 to the bag.
 - 1 random Royal Favour Tile** - place on your Player Board.
 - 1 random dark blue backed Starting Plan Tile** - place on your Player Board.
 - 1 Courtier Meeple** - place on any Royal Court space.
 - 1 Wigs Marker** - place on space 5 of the Wigs Track.
 - 1 Influence Disk**
 - 5 random Political Cards from the Blue Deck**
 - 10 Réis**
 - 1 Good of each of the 4 types** - place in your Warehouse on your Player Board.

[OPTIONAL: 1 Random Starting Task Card from Deck A]
- Randomly give the Starting Player Tile to a player, play goes clockwise from this player. Put the 1st Player's Influence Disc on space 4 of the Influence Track, the 2nd player's on space 5, 3rd player's on space 6, and the 4th player's on space 7.
- Shuffle all 16 Public Building Tiles. Place 8 Green-side up and 8 Blue-side up beside the plan space of each Architect. Place the top Tile from each stack on the Architect's plan space.
- Stack the Blue and Green Plan Tiles on the Game Board. Sort each stack with most depicted Officials on the bottom to least on the top.
- Place the 4 Price Markers on their starting spaces on the Market Track.
- Place 1 City Tile on each space (*yellow, pink, brown, blue, small blue*) on the right of the Game Board to form the City Building display. Stack the rest near the display.
- Randomly place the 4 Wig Scoring Tiles in each space at the bottom of the Downtown map.
- Draw 6 Clergy Tiles from the bag. Place them face-up on the dark spaces of the Church Track.
- Place the Cardinal Meeple on the Influence Symbol on the Church Track. 
- Stack the remaining Royal Favour Tiles on their corresponding spaces below each Noble.
- Place the Treasury Marker on space 3 of the Treasury Track.
- Distribute the Red Political Cards to their 4 respective spaces face-down. Turn the top Card from each of these Decks face-up.
- Stack a number of Blue and Red Ship Cards (*Blue on top of Red*) according to the number of players :
 - 2 PLAYERS:** 1 of each Card | **3 PLAYERS:** 2 of each Card | **4 PLAYERS:** 3 of each Card
- Place the Decree Deck on the Decrees Board face-down. Deal 8 Cards face-up.
- Place random Rubble Cubes on every space on the Downtown Map, Public Building Site, and 6 in the Rubble Pile next to the Rubble Values.

OPTIONAL: If playing with Starting Task Cards, stack Deck B face-down. If playing with random City Tokens use them to cover the Rewards on each circular Downtown space, and each square Public Building space.

2 PLAYERS: Cover row E with the 2 Player Overlay. This means there will be 7 excess Rubble Cubes; return these to the game box. Place 1 Official in an unused colour in each of the 3 Nobles' Offices. Immediately discard any Degree Cards you reveal with this symbol: 

GAMEPLAY

Lisboa is played over 2 Periods, each spanning a number of Rounds.

- When a player has completed 2 complete sets of Rubble Cubes (*Brown, Red, Blue*),  or 3 Political Card Decks on the Game Board are exhausted **END OF FIRST PERIOD** occurs at the end of that player's turn.
- When a player has completed 4 complete sets of Rubble Cubes (*Brown, Red, Blue*),  or 3 Political Card Decks on the Game Board are exhausted, **END GAME** is triggered. Play to the end of the Round so that each player has an equal number of turns, then each player takes 1 more turn.

OPTIONAL: If playing with the Queen's Variant, when the 57 Political Card is revealed, add the Queen Variant Card overlays to the Board. From now on players can no longer gain any Decree Cards.

INFLUENCE

- If you are at 0 Influence Points then you can instead spend Wigs (*1 for 1*) for any remaining Influence Points you need for an Action.
- If you need to spend Réis, you may opt to spend Influence, moving your Influence Marker left to the next space depicting a Real.
- You gain a maximum of 1 Wig each time your Influence reaches, or would exceed 10.

PLAYER'S TURN

On your turn perform the following steps:

- For any Ships you have "**At Sea**" (*with full Cargo Holds*), discard all Good Tokens below them.
- Play 1 Card in your Hand to perform 1 **MAIN ACTION**, or discard 1 Card for 1 .
- Once your Action is over:** Take 1 face-up Political Card from the Political Card Display.
- If there is a Card below the taken Card, turn it face-up.
- Check for **CHURCH SCORING**.
- Discard any Goods on the State Actions.
- Refill any empty spaces in the:
 - City Tile Display.
 - Clergy Tile spaces on the Church Track.
 - Decree Card Display.

PORTFOLIO AND WAREHOUSE LIMITS

- Your Player Board's Portfolio can hold a total of 3 Noble or Ship Cards in the top, and 3 Treasury Cards in the bottom.
- At the beginning of the Game you may only have 2 Cards in total in this Portfolio (*top and/or bottom*), and 2 Goods of each of the 4 types in your Warehouse.
- Each time you gain a complete set of Rubble Cubes, increase this Portfolio and Warehouse size by 1, then take your Rubble Set Marker from above the set and move it to the Blue Marquis Portrait on the Game Board.

END OF FIRST PERIOD

- Each player gains 3 Wigs for each complete set of 3 Rubble Cubes on their Player Board.
- Starting with the player who triggered the end of the period, each player may discard any number of cards from their hand.
- Earn the Reward at the bottom of 1 of each type of Noble Card discarded this way (*ignoring any penalties*). You are allowed to take partial Rewards in this way if you can't gain the complete Reward.
- Discard any Ship Cards remaining in the Ship Yard. Stack a number of Purple and Brown Ship Cards (*Purple on top of Brown*) according to the number of players :
 - 2 players:** 1 of each Card | **3 players:** 2 of each Card | **4 players:** 3 of each Card
- Each player draws Political Cards from the Purple Deck up to their Hand Limit (*5 Cards*).
- Distribute the Brown Political Cards to their respective spaces face-down. Turn the top Card from each Deck face-up.

END GAME

At the end of the **SECOND PERIOD** score as follows:

-  Gain Wigs equal to the Hull sizes of the Ships in your Portfolio.
-  Gain 3 Wigs for each complete set of Rubble Cubes (*Brown, Red, Blue*).
-  Cash out your Influence for Réis (*do not move your Influence Marker*). Gain 1 Wig per 5 Réis (*rounded down*).
-  Gain Wigs from your fulfilled Decree Cards.
-  Gain 2 Wigs for each Royal Favour Tile on your Player Board.
-  Gain Wigs for having more Stores of a type than your opponents:  7. Gain Wigs for having more State Officials on Completed Plans than your opponents:

Player	The most	2nd-most	3rd-most
Stores			
Gold	3 wigs	2 wigs	1 wig
Tool	6 wigs	4 wigs	2 wig
Book	9 wigs	6 wigs	3 wigs
Cloth	9 wigs	6 wigs	3 wigs

Player	The most	2nd-most	3rd-most
Game			
3-4 players	15 wigs	10 wigs	5 wigs
2 players	15 wigs	5 wigs	

If tied, add the tied places, then divide the points among the tied players, rounded down. In a **2 PLAYER** game, do not score the 2nd-most positions.

The player with the most Wigs is the winner.

Ties are broken by:

- Most complete sets of Rubble Cubes.
- Most Stores.
- Most completed Plans.
- Most Réis.

MAIN ACTIONS

Perform 1 of the following 4 **MAIN ACTIONS**, or **discard 1 Card for 1 Gold Good and end your Action.**



1] PLAY A NOBLE CARD INTO YOUR PORTFOLIO

Make sure you have at least 1 Good.

- Play 1 Noble Card to the top of your Portfolio
 - Discard a Card if you've reached your Portfolio limit.
 - You may not play a Card if you are not able to take its Reward in full.
- Gain the Reward or Penalty on the Card.
- You then **must** either:
 - SELL GOODS** or **B) TRADE WITH THE NOBLES.**
- Your Action is over.



2] PLAY A TREASURY CARD INTO YOUR PORTFOLIO

Make sure you have at least 1 Good.

- Play 1 Treasury Card to the bottom of your Portfolio
 - Discard a Card if you've reached your Portfolio limit.
- The effect at the bottom of the Card goes into play.
- Gain Réis equal to the number to the right of the Treasury Marker.
- Move the Treasury Marker down 1 space (if possible).
- You then **must** either:
 - SELL GOODS** or **B) TRADE WITH THE NOBLES.**
- Your Action is over.

CHURCH SCORING



If the Cardinal landed on or passed over the Influence Icon: lay the Cardinal down and perform Church Scoring immediately after taking a Political Card once your **Action is over.**

In turn order starting with the player who moved the Cardinal, each player chooses whether or not to gain Influence as follows:

- You **must** discard 1 or more of your Clergy Tiles.
- Earn the Wigs depicted on the back of each Tile you discard.
- Earn the total Influence depicted on all the Cards (including Ship Cards) on top of your Player Board.
- Stand the Cardinal back up.



3] VISIT A NOBLE

- Play 1 Noble Card to the Royal Court on the Game Board.
- Place your Courtier Meeple on top of the Card.
- Spend Influence equal to the left of the Treasury Marker plus the number of State Officials in that Noble's Office owned by other players (not in the Plaza below it).

If the total is less than 0, treat it as 0. If you don't have enough Influence you can pay the difference in Wigs.
- You may take 1 of this Noble's 2 **STATE ACTIONS** (without paying a Good).
- You **must** take this Noble's main **NOBLE ACTION.**
- In turn order, other players may **FOLLOW A VISIT.**
- Move your Courtier back to the Royal Court and discard the Noble Card. **Your Action is over.**

FOLLOW A VISIT

- You must return the current Noble's Royal Favour to the stack.
- Spend Influence as indicated above when visiting a Noble.
- Take 1 of the 3 Actions this Noble offers:
 - either of the 2 **STATE ACTIONS** (without paying a Good),
 - or the main **NOBLE ACTION.**



4] SPONSOR AN EVENT

- Play 1 Treasury Card to the Royal Court on the Game Board.
- Pay Réis equal to the number to the right of the Treasury Marker.
- Perform the Action / gain the reward in the centre of the Card.

You are allowed to partially complete the Action / take the Reward if this is all you're able to do.
- Discard the Treasury Card. **Your Action is over.**



A) SELL GOODS

You may sell any number of Goods, but you must sell at least 1 Good. Perform the following steps for each Good you sell:

- Choose 1 Ship Card in any player's Portfolio that has space for Goods.
- Move 1 Good Token from your Warehouse onto an empty Dock Space below the Ship Card.
- Gain Réis equal to the Good's current Market Price, plus any modifier depicted on the Ship Card.
- If the number of Goods on the Dock spaces below the Ship is equal to the Ship's Hull size, the Ship is "At Sea". If so, flip all Good Tokens in the Dock, the owner of the Ship Card gains 1 Wig per Good Token flipped.



B) TRADE WITH THE NOBLES

Choose (at least) 1 or 2 of the following 6 **STATE ACTIONS** to perform. If you choose to perform 2, they must be different.

STATE ACTIONS



RECRUIT STATE OFFICIALS

- Place either 1 or 1 on the State Action.
- Move up to 2 of your State Officials from your Player Board to 2 different Noble's Offices.
- If an Office has no free space for your Official, move 1 of the Officials in the colour that has the most Official Meeples in that Office to the white Plaza below the Office. In a tie, move 1 of each colour.



ACQUIRE A PLAN

- Place either 1 or 1 on the State Action.
- Take the top Plan from either Architect's Stack.
- Place it on the corresponding space on your Player Board.

You can have any number of Plans from either Architect.



BUILD A SHIP

- Place either 1 or 1 on the State Action.
- Pay a number of different Goods equal to the Hull size of the top Ship Card in the Shipyard. You may upgrade a Ship, paying the difference in Hull Sizes, leaving any already placed Goods.
- Place the Ship Card in an empty slot (or discard a Card to create one) on top of your Player Board.
- Move the Treasury Marker up 1 space if possible.
- Earn the total influence depicted on all the Cards (including the Ship Card) on top of your Player Board.



PRODUCE GOODS

- Place either 1 or 1 on the State Action.
- From each Store you own, gain 1 corresponding Good, up to your Warehouse limit.
- For each type of Good produced, drop its Price Marker 1 Real in price on the Market Rack.



MEET THE CARDINAL

You may not take this Action if you already have 4 Clergy Tiles.

- Place either 1 or 1 on the State Action.
- Advance the Cardinal Meeple clockwise 1 or 2 spaces on the gaps on the Clergy Track. This may trigger **CHURCH SCORING** at the end of your turn.
- Take 1 of the 2 Clergy Tiles adjacent to the Cardinal. Place it face-up on your Player Board.

You can have a maximum of 4 Clergy Tiles and you can't discard 1 to make room for another at this point.
- If the Cardinal landed on or passed over the Treasury Icon:
 - move the Treasury Marker up 1 space (if possible).



GET A ROYAL FAVOUR

- Place either 1 or 1 on the State Action.
- Take any 1 Royal Favour Tile and place it on your Player Board.

You may only have 1 Royal Favour Tile for each Noble at any time.



NOBLE ACTIONS



BUILD A STORE

- Select an available City Tile from the display. Place it on an empty Land Space.

The notch must be placed touching a colour matching that of the space that the City Tile came from on the display.
- You may gain the Reward depicted on the Land Space under the City Tile.
- Gain 1 Rubble Cube of your choice, from either to the right of the row or below the column of that space (not from a Public Building Space).
- Place it in the leftmost matching empty space on your Player Board (if space is unavailable, discard the Cube).
- Pay Réis equal to the number to the right of the Treasury Marker, plus the total cost of all remaining Rubble Cubes in the Site's column and row (not on Public Building Spaces). **SEE ABOVE TABLE.**
- Move 1 Wooden House from the bottom of 1 of the 3 columns on your Player Board (gaining any revealed Reward) onto the City Tile next to the entrance.
- Multiply the number of Public Buildings (1-3) matching the colour of the Street, above, left, and right of the City Tile by the Scoring Tile at the bottom of the column. Gain that many Wigs.



TAKE A DECREE

- Select 1 of the Decree Cards from the face-up display and place it next to your Player Board.
- If you have any Rubble Set Markers on the Blue Noble, you may discard 1 to take a 2nd Decree Card.

Decree Cards you own are public information. There is no limit to the number a player may own.



OPEN A PUBLIC BUILDING

- Take both Rubble Cubes from a Public Construction Site of your choice.
- Place them in the leftmost matching empty spaces on your Player Board (if space is unavailable, discard the Cube).
- You may gain the Reward depicted on the same Public Construction Site.
- Select 1 of your incomplete Plans from your Player Board.
- Take the matching top-most Public Building Tile, and place it on the Public Construction Site.
- Return the number of State Officials indicated on the chosen Plan from the Nobles' Offices/Plazas to your Player Board.
- For each State Official you don't have available to return, pay Réis equal to the number to the right of the Treasury Marker.
- Flip the completed Plan Tile over and place it on the Completed Plans space on your Player Board.
- For an North Public Building:** 1 of the colours on the Tile must match the Street it is being placed above.

The owner of each City Tile facing its corresponding Street gains Wigs equal to the number on the Scoring Tile at the bottom of the City Tile's column.
- For an East or West Public Building:** the owner of each City Tile in the same row gains Wigs equal to the number on the Scoring Tile at the bottom of the City Tile's column, if the City Tile faces a Street in any of the colours on that particular Public Building.

CLERGY TILES



1. Whenever you Open A Public Building, earn 2 Wigs.



2. Whenever you Build A Store, earn 1 Wig.



3. Whenever you play a Noble or Treasury Card into your Portfolio, earn 1 Wig.



4. You may spend Réis instead of Influence.
1 Influence = 1 Real.



5. At **END GAME** each of your completed Plans is worth +1 State Official.



6. During the **END OF FIRST PERIOD** and **END GAME**, each of your complete Rubble Sets is worth +1 Wig.



7. Whenever you gain Influence, receive 2 additional Influence.



8. Your Ships are worth +2 Influence.



9. Whenever you receive Rubble, you may discard 1 to earn 2 Wigs.



10. Get a discount of 1 Influence every time you Visit or Follow A Visit To A Noble.



11. Whenever you play a Blue Noble Card to the Royal Court, receive 3 Réis.



12. Whenever you play a Purple Noble Card to the Royal Court, receive 2 Réis.



13. Whenever you play a Green Noble Card to the Royal Court, receive 2 Réis.



14. At **END GAME**, +1 Blue Plan for all scoring purposes.



15. At **END GAME**, +1 Green Plan for all scoring purposes.



16. Get a discount of 1 Official whenever you Open A Public Building.



17. For each Rubble you take, also gain 1 Real.



18. Each of your Ships is worth +2 Wigs when it is "At Sea", and in **END GAME** scoring.



19. Following a Visit To A Noble costs no Influence.



20. Earn 7 Influence immediately. This only happens once.



21. For each Decree Card you receive, also gain 1 Wig.



22. Whenever you Sell Goods, each Gold Good is worth +2 Réis.



23. Whenever you Sell Goods, each Book Good is worth +2 Réis.



24. Whenever you Sell Goods, each Tool Good is worth +2 Réis.



25. Whenever you Sell Goods, each Cloth Good is worth +2 Réis.



26. Whenever you Sell Goods, each Good is worth +1 Real.



27. Gain a discount of 2 Influence to Visit or Follow A Visit to the Blue Noble.



28. Gain a discount of 2 Influence to Visit or Follow A Visit to the Purple Noble.



29. Gain a discount of 2 Influence to Visit or Follow A Visit to the Green Noble.



30. Sponsoring An Event is free.



31. Earn +2 Réis whenever you play a Treasury Card into your Portfolio.



32. Pay 2 Réis less for each Official you recruit.



33. Gain a 1 Real discount each time you need to spend Réis.



34. Whenever you move the Cardinal on the Church Track, you may advance 2 more steps.



35. Immediately take up to 2 Royal Favour Tiles you don't have. This only happens once.



36. You don't pay any Goods to build or upgrade Ships.



37. When you Produce Goods, take 1 additional Good of a type that you produced (if you have space).

POLITICAL CARDS



Return 1 of your Officials from any Office/Plaza to your Player Board. (unless you don't have any).



Gain 1 Plan from the top of either Architect's stack.



For each of the depicted Good you sell, earn +2 Réis.



Spend 1 Real, either in cash or on the Influence Track. (unless you don't have any).



You gain this much of a discount whenever you need to spend Réis.



Land Price for this type of Rubble is now discounted by the amount indicated.



Recruit the number of Officials on the Card to different Offices.



Gain the Good(s) depicted.



Do not include this type of Rubble in Land Price calculations.



Take 1 Royal Favour that you currently do not have.



Take 1 Rubble Cube from the Rubble pile next to the Rubble costs.



Build A Store or Open A Public Building.



Take 1 Decree. If you have any Rubble Set Markers on the Blue Noble, you may discard 1 to take 1 additional Decree.



You may build 1 Ship paying usual costs. Benefits from Clergy Tiles and Wooden Houses apply.



Take any 1 of the 3 Noble Actions.



Gain 3 Influence.



You need 2 fewer Officials to Open A Public Building.



Receive the Goods, Plans, or Decrees depicted.



You may not take this Action if you already have 4 Clergy Tiles. Advance the Cardinal 1 space on the Clergy Track and then take 1 adjacent Clergy Tile.



Produce Goods. Benefits from Clergy Tiles and Wooden Houses apply.



Recruit up to 4 Officials from your Player Board to different Nobles' Offices (if 4 are moved, place 2 in the same Office).

HOUSE ABILITIES



You may spend Réis instead of Influence to Visit or Follow A Visit To A Noble.
1 Influence = 1 Real.



When you Build A Ship, pay 1 fewer Good.



When you Build A Ship, build it for free.



When you Produce Goods, take 1 additional Good of a type that you produced (if you have Warehouse space).



When you Produce Goods, take 1 additional Good of each type that you Produced (if you have Warehouse space).

A STARTING TASKS

To complete these Tasks, you must Visit a Noble by playing a Card at the Court. Not by following a Noble.



TASK: Visit the Green Noble and Build A Store, or Visit the Blue Noble and Build A Ship.
REWARD: Draw two B Starting Task Cards.



TASK: Visit the Purple Noble and Open A Public Building, or Visit the Blue Noble and Take A Decree.
REWARD: Draw two B Starting Task Cards.



TASK: Visit the Green Noble and Build A Store, or Visit the Blue Noble and Take A Decree.
REWARD: Draw two B Starting Task Cards.



TASK: Visit the Blue Noble and Build A Ship, or Visit the Purple Noble and Open A Public Building.
REWARD: Draw two B Starting Task Cards.

B STARTING TASKS



TASK: Recruit 2 State Officials.
REWARD: Recruit 1 State Official.



TASK: Gain 1 Plan.
REWARD: Recruit 1 State Official.



TASK: Follow another player's Visit to a Noble.
REWARD: Gain 2 Influence. (*Benefits from Clergy Tiles are not applied.*)



TASK: Gain 1 Royal Favour.
REWARD: Gain 2 Influence. (*Benefits from Clergy Tiles are not applied.*)



TASK: Meet the Cardinal.
REWARD: Gain 3 Réis.



TASK: Sell Goods.
REWARD: Gain 3 Réis.



TASK: Produce Goods.
REWARD: Gain 1 Gold Good.



TASK: Gain Influence during Church Scoring.
REWARD: Gain 2 Wigs.

PLAY: Once you've completed the Task indicated on your Card, at the end of the current turn, receive the Reward depicted on the Card, then discard the Card. You may only fulfil 1 Task Card per turn.

DECREE CARDS



1 to 3: For each open Public Building at West/East/North, earn 1 Wig.

4 to 5: For each open Public Building from this Architect, earn 1 Wig.

6 to 11: For each open Public Building from this Architect at North/East/West, earn 2 Wigs.



12 to 16: For each Store you own in row A/B/C/D/E, earn 2 Wigs.

17 to 20: For each Store you own on the Street of this colour, earn 2 Wigs.

21: If you have at least 1 Store of each type, earn 6 Wigs.

22: For each Store you own, earn 1 Wig.

23: If you own the most Stores (*or are tied for most*), earn 5 Wigs.

24 to 27: If you own the most Stores (*or are tied for most*) on the Street of this colour, earn 5 Wigs.

28 to 32: If you own the most Stores (*or are tied for most*) in row A/B/C/D/E, earn 5 Wigs.

33 to 37: For each Store from any player in row A/B/C/D/E, earn 1 Wig.

38 to 41: For each Store from any player on the Street of this colour, earn 1 Wig.



42 to 44: For each Rubble you have of this colour, earn 1 Wig.

45: If you have the most Rubble (*or are tied for most*), earn 5 Wigs.



46 to 49: If you have the most Goods (*or are tied for most*) of this kind, earn 5 Wigs.

50: If you have at least one Good of each kind, earn 5 Wigs.

51 to 54: For each Good you have of this kind, earn 1 Wig.



55, 56: For each of this Architect's Plans you completed, earn 2 Wigs.

57: For each Plan you completed, earn 1 Wig.

58: If you completed the most Plans (*or are tied for most*), earn 5 Wigs.

59 to 60: If you completed the most of this Architect's Plans (*or are tied for most*), earn 5 Wigs.

61: For each 2 Officials depicted on your completed Plans, earn 1 Wig.

62: If your completed Plans depict the most Officials (*or are tied for most*), earn 5 Wigs.



63: If you have the most Decrees (*or are tied for most*), including this one, earn 5 Wigs.

64: For each Decree you have, including this one, earn 1 Wig.



65: For each 2 Influence you have, earn 1 Wig.

66: If you have the most Influence (*or are tied for most*), earn 5 Wigs.



67: For each 2 Influence depicted on Cards in the top of your Portfolio, earn 1 Wig.

68: For each Card you have in your whole Portfolio, earn 1 Wig.



69: If you have the most Réis (*or are tied for most*), including Réis on the Influence Track, earn 5 Wigs.



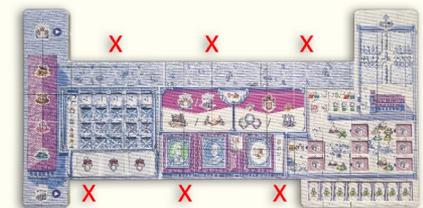
70: For each Ship you have in your Portfolio, earn 2 Wigs.

Decrees score at the end of the game. You may have any number of them.

2 PLAYERS: Immediately discard any Degree Cards you reveal with this symbol:

TERMINOLOGY

PORTFOLIO

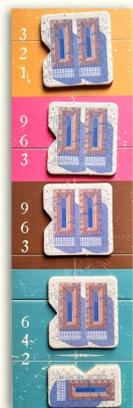


3 slots at the top and 3 at the bottom. Your total Card limit (*top and bottom*) is equal to your Warehouse Limit.

STORE



CITY BUILDING DISPLAY



CITY TILE



EMPTY LAND SPACE



PUBLIC BUILDING SPACE



PUBLIC BUILDING



PLAN

