



Two Players Variant with Neutral Tokens

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This variant is designed to provide interesting conflict through the use of neutral tokens. You can attempt to starve your opponent of valuable trade tokens, isolate your cities among neutral tokens, and speed up the opening of regions.

For those that prefer a friendlier solitaire game this might not be for them.

Setup

- Main board, trade tokens, asset cards and buildings are set up normally.
- Each player gets one player board each and their choice of a single color
- Also take one of the other colors (not including cubes) and place them in a common supply. These are **neutral tokens**.

Gameplay

- The build, growth and payment phases remain the same.
- During the action phase certain actions will provoke neutral actions, either bringing tokens onto the main board, or discarding cards from the game.

> **Occupy:**

- Immediately after a player uses the **occupy action** and has placed their token, that player also adds a neutral token to any one available city in an open region where the neutral colour has **presence**. The trade token present is discarded. If no available city exists no neutral token is placed.
- Neutral tokens **cannot** complete connections.
- Using a blue token to **occupy** does not provoke a neutral occupy action.

> **Attack:**

- The attack action remains unchanged.
- Neutral tokens can be attacked.

> **Ship:**

- Immediately after a player uses the **ship action** and has placed their token, that player also adds a neutral token to the next available space on **any one shipping lane**. The trade token present is discarded.
- Neutral tokens **can** collect governors which are then discarded from play.
- Using a blue token to **ship** does not provoke a neutral ship action.

> **Draw:**

- Immediately after a player uses the **draw action** and has drawn their card, that player also discards the top card from any one open region where the neutral tokens present equal or exceed the card value.
- If no such card exists then no discard.
- Governors cannot be discarded in this way and therefore protect their stacks.
- If Abolition of Slavery is discarded it comes into effect immediately as if drawn by another player.
- Using a blue token to **draw** does not provoke a neutral draw action.

Special Buildings

-  Docks: If the docks is used to both occupy and ship a token is placed for each action, after each individual action.
-  Cartographer: After both ship actions have been executed then **one** neutral token is placed on a shipping lane.
-  Trade Office:, After both cards have been drawn discard only **one** card.

Options

> **Limited Neutral Occupy:**

- Neutral tokens only occupy in the region that was just occupied.
Strategically this is easier, but given the way the regions open slowly one by one, this is not too dissimilar to the basic variant. If you are playing for the first time you may prefer to use this to keep things simple.

> **Blue Tokens Provoke Neutral Actions:**

- Use all the rules in the basic variant but allow neutral actions after the use of blue tokens.
Again playing this way is much simpler as everything works the same way. Limiting blue token play as in the variant creates less overwhelming domination by the neutral pieces and more room for interesting strategic play.

> **Building Limitations:**

- Before either player builds, the non-crown player discards one building. This may come from any level equal to or lower than that players Industry level.
- Only one level 5 building may discarded in this way during the game.