

# VERA CRUZ

The beginning of the sixteenth century was a time of major changes in the world, unknown lands were discovered by European explorers... The New World! More than "discover", it was necessary to "conquer" and "colonize"... Assuming the role of these early settlers with the mission to transform the Island of Vera Cruz in what we know today as Brazil!

Vera Cruz is a board game for 2-4 players whose theme is the colonization of Brazil. Each player assumes the role of a Portuguese colonizer who must establish his colony, planting sugar cane, catechizing or enslaving Indians, to be the first to build the Great Mill!

## RULES

### COMPONENTS

- 32 Indians meeples; 8 Barn miniatures, 4 Slave Quarter miniatures, 76 Cane Sugar cubes, 116 coins tokens, 8 markers, 4 mini-boards, 1 board and rulebook.

### COMPONENTES IDENTIFICACIONES

**Mini-Boards:** Each mini-board represents a farm cultivating cane sugar;



**Barn:** This building is necessary to manage the stock of the farm's sugar cane. You control the quantity to be sold at the market, looking for the best prices. You can "store" up to 3 tiles of Cane Sugar per barn. Each player can acquire 2 barns and you can only buy one during the Sesmeiro Phase;



**Slave Quarters:** Building where the Indians are housed. Without this building you can't evangelize or enslave Indians to plant sugar cane. Must be purchased during the Sesmeiro Phase;



**Indians:** Represent the labor force of the game. 1 Indians tile can cultivate 1 Cane Sugar tile. Without Indians, it is not possible to plant sugar cane. They can be obtained with the Jesuits and Militia, during the Jesuits and/or the Captain-General Phases respectively;



**Cane sugar:** Represent each sugar cane plantation on the farm. Indians are necessary to plant it and the barn to stock it (if this is the desire of the colon);



**Money:** The game uses the 1, 2, 5 and 10 Reals for financial negotiations;



**Markers** - Each player has 2 Markers for identification during the game.

### IDENTIFICATION OF THE BOARD

**Market:** The location where the cubes of Sugar Cane are traded. You can only trade during the Merchant Phase.



**Important:** The grid below the Market represents its stock. Each space of the grid has a value, 5 Reals (gray), 1 Real (blue) and 2 Reals (bronze), the differences represent variations in prices paid for cane sugar. It can store up to 2 cubes of Cane Sugar, allowing putting 24 cubes.

**Example:** There is no cube on the Market grid, then Player A sells 3 cubes of Cane Sugar, 2 cubes are sold for 5 Reals each and 1 cube for 1 Real, earning 11 Reals. The cubes remain in the stock market until it has been completely filled. Now, Player B goes with 5 cubes to the market. He will sell 1 cube for 1 Real, 2 cubes for 2 Reals each and 2 cubes for 1 Real each, earning 7 Reals, see diagram below.



**Note:** Players will negotiate their cubes of Cane Sugar in the Market during every Merchant Phase, 2 cubes for each space of the grid, receiving the corresponding values until the entire grid is filled, when this occurs, all the cubes are removed and back to fill the superior part of the Market (the beach, the boats...).

**Tip:** It is important to use the barns to try to negotiate the cubes of Cane Sugar with the best market prices by using its "buffer stock".

**Jesuits:** Place where you can hire the Jesuits to evangelize the Indians for your plantations, the cost is 2 Reals per Indian. You can only evangelize 1 Indian in every Jesuits Phase.





**Militia:** Place where you can hire the Militia to enslave Indians for your plantations, the cost is 3 Reals per Indian. You can only enslave 2 Indians in each Captain-General Phase.



**Notary Office:** Place where you can purchase the Slave Quarter tile and the Barn tiles at a cost of 10 Reals each. You can only purchase 1 building in each Sesmeiro Phase.



**Treasury:** Place where the collected taxes are deposited during the Tax Collector Phase. The only way to remove money from the Treasury, is if you need coins for the normal course of the game, so in this case they must be separated beside the board.



**Great Mill:** Each part of the construction of the Great Mill is 20 Reals and can be purchased in Sesmeiro Phase. You can only acquire 1 part of the construction of the Great Mill by Sesmeiro Phase.

**Phases Wheel:** A Marker is used to guide the players in each stage of the game, its movement is clockwise.

**PHASES OF THE GAME**

- Sesmeiro:** Phase where the player can buy buildings and parts of the construction of the Great Mill.
- Capitão-Mor (Captain-General):** Phase where the player can hire the Militia to enslave Indians.
- Agricultor (Farmer):** Phase where the player can plant and harvest sugar cane in the farm.



**Example: Player A** was in the Captain-General Phase, then the next stage is the Farmer Phase, he should plant as many sugar-cane is possible, according to the number of Indians he has. Then he moves to Tax Collector Phase, the Jesuit and Sesmeiro. During the next Farmer Phase, he can store up to 6 cubes on his barns, and planting in vacant lots. But if his barns are full or there are not enough Indians, he must wait for the Merchant Phase to negotiate and release his farm for a new round of plantations during the next Farmer Phase.

- Coletor (Tax Collector):** Phase where the player may take 2 Reals of taxes from any player of his choice. The amount collected must be deposited in the Treasury.
- Jesuíta (Jesuit):** Phase where the player can hire the Jesuits to evangelize the Indians.
- Mercador (Merchant):** Phase where the player can trade cane sugar in the Market.

**SETUP**

- Depending on the number of players, place the Indians meeples in the Jesuit zone: 6 (if 2 players), 9 (if 3 players) and 12 (if 4 players);
- Depending on the number of players, place the Indians meeples in the Militia zone: 10 (if 2 players), 15 (if 3 players) and 20 (if 4 players);
- The Slave quarter and Barns miniatures should be placed in Notary Office zone;
- Each player must receive: a Mini-board Farm; 2 similar markers for identification; 19 Cane sugar cubes; 35 Reals coins;
- The remaining coins should be placed next to the board as "Bank."



**1ST TURN**

- Players must choose who will be the 1st to play, after the players follow a clockwise order;
- Following this order, each player puts his marker on the Phase of his choice, it may be in Sesmeiro, Captain-General... (only 1 marker per Phase);
- Following the clockwise order of play, each player performs the action of each Phase where his marker is;

**Example:** In the image below, Player A is in Sesmeiro Phase with his marker, so he can buy 1 barn or 1 slave quarter and put it on his farm, Player B is on the other Sesmeiro Phase, so he can also perform the same action; Player C is in Tax Collector Phase, he can charge a 2 Reals tax of any player of his choice and deposit it in the Treasury zone, the Player D is in Merchant Phase, in this case, as he has no cane sugar to negotiate, he can't perform any action.

- After all players have performed the actions of their Phase, the turn is over.

**2ND TURN**

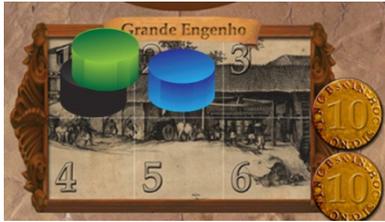
- Each player must move his Blazon tile to the next step on Phases Wheel, following the clockwise order;

**Example:** Player A that was in Sesmeiro Phase, goes to the Captain-General Phase, Player B who was in Sesmeiro Phase, goes to the Jesuit Phase, Player C, who was in Tax Collector Phase, follows for the Sesmeiro; and Player D, who was in the Merchant Phase, follows for Sesmeiro too.

- Each player must perform the action of his new Phase, as described earlier in this rulebook.

**Note:** The mechanics of the game is repeated every Turn.

### GREAT MILL



During Sesmeiro Phase, the player can "build" a part of the Great Mill, every 20 Reals paid, the player must place his 2nd Blazon tile in the Great Mill zone, to show his advance in the construction of this building.

**Example:** In the previous example, 2 players have already built the 1st stage, 1 player has already built 2 steps and the 4th nothing at all.

**Note:** If any player runs out of money to pay the tax during a Tax Collector Phase, he must give to the Treasury 1 Indians meeple. The Indians must be set in the Militia zone to be repurchased later. If he does not have an Indians, he can sell his buildings (Slave quarter or barns) and if he has no buildings to sell, he is excluded from the game.

### FINAL OBJECTIVE

The winner will be the 1st player to build the 6th stage of the Great Mill.

### Translation Note:

**Sesmeiro :** A sort of royal functionary with some extended powers. With no real perfect translation, so I keep it to give a colonial portuguese flavor.

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