

JEFFREY D. ALLERS

NIEUW AMSTERDAM

& THE DUTCH WEST INDIA TRADING COMPANY



In 1621, the Dutch West India Company was founded to increase the Netherlands' influence on the lucrative fur trading market in America. **Nieuw Amsterdam**, the initial settlement of the Company, was chosen due to its strategic location at the mouth of the Hudson River on the island of Manhattan. Its easy access from the sea to beaver-rich, unexploited forests and the American Indians who were skilled at hunting the animals ensured the Company's success in the fur trade. To attract colonists to the island, the Company offered inducements of land and indentured servants to the "patroons" who would manage them. This created a type of feudal system similar to that seen in Europe. The patroons developed their land, provided for their servants, helped in the development of the city, and traded with the Lenape Indians for the furs that the Company shipped back to Europe for an immense profit. In Nieuw Amsterdam, two to five prominent patroons will compete to win the favor of the Dutch West India Company, and earn the prestigious title Director-General of the colony!

OVERVIEW

2-5 Players • Ages 12+ • Playing time 60-120 minutes

In the game, players take on the roles of the patroons, earning points for the lands they settle, the buildings they contribute to the city of Nieuw Amsterdam, and the furs they ship back to the Old World. Players will engage in tense auctions for the ability to take City actions (*building businesses and holding elections*), Land actions (*expanding the homesteads and clearing the land for farming*) and Trade actions (*dealing with the Lenape Indians for furs and shipping those furs back to Europe*).

In addition, players will need to take advantage of the special actions available in the different districts of Nieuw Amsterdam. The districts offer different ways to get the resources needed to succeed, as well as the craftsmanship to build homes to farm the land, warehouses to store goods, and trading posts along the river to keep in contact with the Lenape as the burgeoning settlement forces them to find hunting grounds deeper in the woods. After six rounds, one player will emerge victorious!

COMPONENTS

GAMEBOARD

Indian Trader Fur Spaces

Each Trader has spaces for Furs and shows the cost to buy them.

Rules Reminders

1. Which Trading Post spaces to use.
2. When you pass any action, you get 1 Coin.
3. Performing any district's Special Action costs 1 Coin unless you have (or are tied for having) the most Businesses in that district.

Nieuw Amsterdam

Composed of six city districts; players will place Businesses in the districts during the game. Each district has a tag that explains its Special Action.

Scoring Track Start Space

Scoring Markers and Lap Tokens start the game here.

Round Summary

New Ship slots

Scoring Track Track ends at 50; if you pass the end, just wrap around to the start and take a *Lap Token* from the start space with the +50 side showing. If you pass it again, flip it to the +100 side.



Lenape Indian Camps
With spaces for Longhouses

Riverboats
Indicate cost (in Corn) of traveling upriver to trade.

Spaces for Trading Posts

Summary of City, Land, and Trade Actions

Cash Box
Five columns available for auction each round. Each row holds 2 or 3 Action Tiles and 1 Turn Order Token. Some columns also award bonus Coins.

Scoring table for cleared Land Cards

New Land slots

12 Action Tiles

4 each of City, Land, and Trade tiles. All backs are identical.



CITY



LAND



TRADE



BACK

5 Turn Order Tokens

Numbered 1 - 5.



5 Longhouses



6 Lap Tokens

For when players lap the Scoring Track.



50 Fur Chits

10 each of the five Fur types. All backs are identical.



BEAVER



MINK



OTTER



MUSKRAT



LYNX



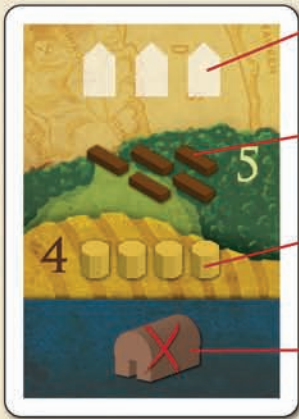
BACK

24 Land Cards

12 blue for the 1620s and 12 red for the 1630s.



BACKS



House Spaces

1-3 spaces that show how many households are needed to work this piece of land.

Wood Value

This amount of Wood is collected one time when the land is cleared.

Corn Value

After the land is cleared, this amount of Corn is harvested at the end of each round.

Receding Longhouse reminder

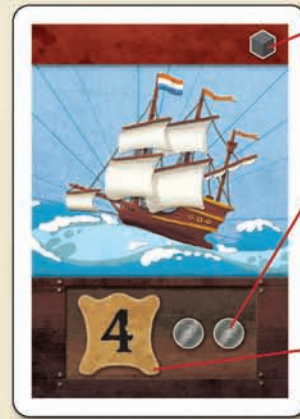
As the Dutch settlers clear land for farming, the Lenape villages recede further upriver.

24 Ship Cards

12 blue for the 1620s and 12 red for the 1630s.



BACKS



Goods Value

This many Goods are earned each round by the player who *Ships Furs* to this ship.

Bonus Coins

This amount of Coins is collected one time by the player who *Ships Furs* to this ship.

Furs Needed

This shows the number of Furs needed to *Ship Furs* to this ship.

5 Wharf Cards

1 for each player.



Warehouse Spaces

Players start with one Warehouse each and can build up to 3 more.

Piers

Each Warehouse space has a pier connected to it. When you build a Warehouse, its pier is unlocked. The spaces on the piers allow you to store Goods earned via Ship cards.

60 Money Coins

48 small silver Coins worth 1 each, and 12 large gold Coins worth 5 each.



40 Goods Crates

Worth 1 Good each.



30 Wood timbers

25 small timbers worth 1 Wood each, and 5 large timbers worth 5 Wood each.



125 Buildings

25 in each player color. Built on your Land Cards they are called *Houses*; on your Wharf Card they are called *Warehouses*; in the city districts they are called *Businesses*.



5 Trading Posts

1 in each player color.



5 Scoring Markers

1 in each player color.



30 Corn barrels

25 small barrels worth 1 Corn each, and 5 large barrels worth 5 Corn each.



SETTING UP (In this example we will set up a 3-player game.)

A Each player chooses a color and takes the 25 Buildings in his color, along with 2 Corn, 3 Wood, 4 Goods and 8 Coins. Sort the remaining Corn, Wood, Goods and Money into piles at the top of the board as a reserve. *Note: these 4 components are unlimited. If, in the rare case that there are not enough during the game, use substitute markers as needed.*



B Each player takes a Wharf Card and places it in front of him. Then he places one of his Buildings onto the leftmost Warehouse space on the card, and places his 4 Goods on the 4 storage spaces on that Warehouse's pier.



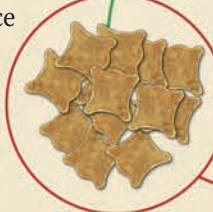
C Place Longhouses in the first Camp along the Hudson River. The Longhouse spaces used in the game depends on the number of players. With 2 players, use the blank spaces only. With 3 players add the spaces marked 3+. With 4 players add the spaces marked 3+ and 4+. With 5 players use all of the spaces.



D Place the 12 Action tiles on the Cash Box. They don't need to be tidy for now.



E Mix the Fur chits (*Furs*) face-down and place in a reserve next to the board. Each player draws 2 Furs and places them face-up in front of him. Then draw 11 Furs and place one face-up onto each of the Lenape Trader spaces.



F Each player places his Trading Post on one of the starting (leftmost) Trading Post spaces along the river. With 2 players, use the black spaces only. With 3 players, use the white spaces only. With 4-5 players, use all of the spaces.



You may want to use Buildings of an unused player color to block off Longhouse and Trading Post spaces that you won't be using in your game.

G Stack the six Lap Tokens in the start space of the Scoring Track. Then all players stack their Scoring Markers on top of them.



H Separate the Land Cards into two stacks (blue 1620's and red 1630's) and shuffle each stack. Then place together into one face-down Land Card deck with the 1620's cards on top. Repeat the process with the Ship Cards to create a Ship Card deck. Place both decks near their respective New Card slots at the bottom of the board.



I The youngest player is the first starting player and takes the "1" Turn Order Token, placing it in front of him/her. Each player in clockwise order takes the next higher token.



J Each player in turn order places one of his Buildings in any district of the city so that the Special Actions tag in the district remains visible. Then each player in turn order places a **second** Building in the city in the same way. Multiple buildings of any color may occupy any given district.

K With fewer than 5 players, place the leftover Turn Order Tokens, Buildings, Scoring Markers, Trading Posts, Longhouses, and Wharf Cards back in the box.



ROUND SUMMARY

The game is played in 6 rounds, each including the following phases:

PREPARATION PHASE

1. New Land and New Ship slots are emptied and refilled.
2. Empty Fur Spaces on Lenape Traders are filled.
3. Action tokens are shuffled and placed in the Cash Box.

BIDDING PHASE

4. Players bid on columns in the Cash Box to earn Action tiles and alter turn order.

ACTIONS PHASE

5. In turn order, each player spends their City tiles (if any) and takes one Special Action.
6. In turn order, each player spends their Land tiles (if any) and takes one Special Action.
7. In turn order, each player spends their Trade tiles (if any) and takes one Special Action.

PROVISIONS & INCOME PHASE

8. Each player collects the amount of Corn shown on their cleared Land Cards.
9. Each player discards 1 Corn for each Business they own in the city districts.
10. Each player collects Goods as shown on their Ship Cards and stores them on their Wharf Card piers, discarding excess.
11. Each player earns 1 Coin per district they occupy, plus 1 Coin per district they control.

PREPARATION PHASE

1. New Land and New Ship slots are emptied and refilled.

Discard all remaining Land and/or Ship Cards (if any) from the New Land and New Ship slots. Discarded cards are removed from the game. Then draw 4 new Land Cards and place them face-up in the New Land slots. Draw 4 new Ship Cards and place them face-up in the New Ship slots.

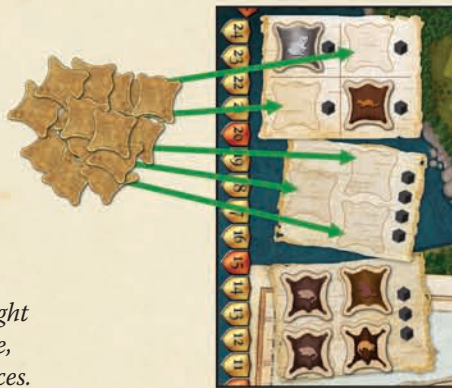
Example: The two remaining Ship Cards and one remaining Land Card in the New Land/New Ship slots are discarded. Four new Land Cards and four new Ship Cards are drawn and placed in the slots.



2. Empty Fur Spaces on Indian Traders are filled.

Draw enough Furs from the reserve to place face-up onto any **empty** spaces on the three Lenape Traders. If there are no more Furs in the reserve, first place all discarded Furs face-down and mix to form the new reserve.

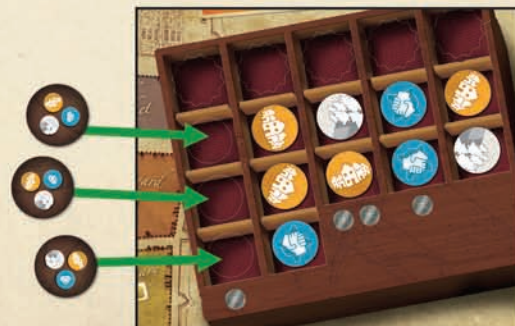
Example: Mid-game, the topmost Trader has two empty Fur spaces (since those Furs can be bought one at a time) and the middle Trader's three Furs are all gone (his Furs must be bought all at once). Those five empty spaces are filled from the reserve, and the Furs that were already on the board stay in their spaces.



3. Action tokens are shuffled and placed in the Cash Box.

Mix the 12 Action tiles face-down. Draw them randomly one by one, and place one face-up in each circular space of the Cash Box until all of the spaces are filled.

Example: Almost done this step, we see that nine of the twelve Cash Box spaces have already been filled. The remaining three Action tiles will be placed randomly in the remaining empty spaces and flipped face-up.



BIDDING PHASE

4. Players bid on columns in the Cash Box to earn Action tiles and to alter turn order.

There are a number of *auctions* equal to the number of players. During each auction, each player can **bid once** or **pass** on the column of Action tiles that is under consideration.

- Players make their bids using any combination of resources: Coins, Furs, Goods, Wood, and Corn.
- Each type of resource is considered to be of equal value to all other types during the *Bidding Phase*.
- The type of resources does **not** need to be declared when making a bid; a player simply declares the number of overall resources his bid will comprise and can decide **which** resources he wishes to pay **after** winning the bid.
- A player may never bid higher than the total amount of resources he currently holds.

For each auction, the player **who has not yet won a column this round** who holds the **lowest** Turn Order token (#1 at the start of the *Bidding Phase*) chooses one of the remaining columns of Action tiles to auction. He places his Turn Order token on the space at the top of that column. That player must then make the first bid. (*He may choose to bid zero.*)

In turn order, every other player that has **not yet won a column this round** must make a **higher bid** or **pass**. When all eligible players have bid once or passed, the highest bidder is the *winner*. The winner pays the amount of his bid to the appropriate reserves (*Furs that are part of a bid are played into a face-up Fur discard pile*), takes the Action tiles and Turn Order token from the column, and collects any bonus Coins that may be pictured beneath the column. If the winner was **not** the player that chose the column, the winner gives his original Turn Order token to the player that chose the column.

This continues until every player except one has acquired **one** column of Action tiles. This last remaining player simply takes one of the remaining columns (*and any bonus Coins pictured beneath it*) for no cost, and keeps his current Turn Order token. After this, the *Bidding Phase* is over.

2P

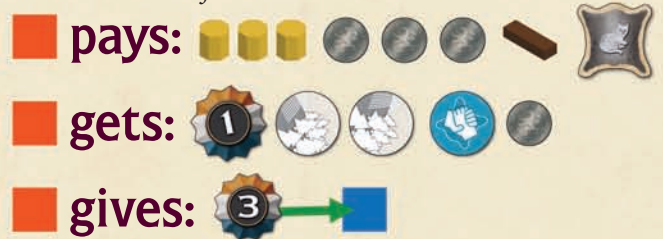
For the Two-Player Game, the player with Turn Order token #1 **must** choose one of the 3-tile columns to auction. The player who does **not** win this auction then selects one of the 2-tile columns for free.

Example of a full Bidding Phase

Blue has the #1 Turn Order token and selects the first column of the Cash Box, since he wants its two Land and one Trade Action tiles (and the bonus Coin shown at the bottom.) He places his token above the column and bids 7. Yellow (token 2) doesn't want the column, so she passes. Orange (token 3) bids 8. Orange wins!



Orange considers his resources and decides to spend 3 Corn, 3 Coins, 1 Wood, and 1 Fur. ($3+3+1+1=8$) Orange takes the #1 Turn Order token, and gives his #3 token to Blue. He also takes the two Land and one Trade tiles from the column, and collects 1 bonus Coin as shown at the bottom of the column.



This auction is now over. Orange has won a column and so will not participate in further auctions this round. Yellow now holds the lowest Turn Order token (#2) among players who haven't yet won a column, so she will select the next column to be auctioned. Yellow selects the second column of the Cash Box with its three Action tiles. She bids 5. Blue really needs a Land tile, so decides to pass on this column. Yellow wins the column!



She pays her 5 resources (choosing 4 Goods and 1 Wood from her stockpiles) and receives the #2 Marker back and all three Action tiles from the column.



As the only player who hasn't won a column, Blue gets his pick of the remaining columns for free. He picks the third column, takes its two tiles plus 2 bonus Coins, and keeps his #3 Token.



There are three steps to the *Actions Phase*. Each step is essentially the same, except that the first step relates to **City** Actions and tiles, the second step relates to **Land** Actions and tiles, and the third step relates to **Trade** Actions and tiles.



CITY



LAND



TRADE

First the City step is resolved, then the Land step, then the Trade step. For each step, players act in turn order. On your turn, spend all of that step's Action tiles (*if you have any*) to perform either of that step's Actions (*one Action per tile*). During **each** step you may **also** perform **one Special Action**. (See the *Special Actions* section.) Your tile Action(s) and Special Action for the step may be performed in any order during your turn for that step. Spent Action tiles are discarded into the Cash Box.

- If you don't hold any Action tiles for the current step, you **do** still get to perform a Special Action in that step.
- You may choose to **pass** on one or more tile Actions even though you hold a tile for it. Discard the tile and collect 1 Coin.
- You may choose to **pass** on your Special Action in any step. Collect 1 Coin for doing so.

Once all players have taken their City, Land, and Trade turns, the *Actions Phase* is over.

CITY STEP 5. In turn order, each player spends their City tiles (if any) and takes one Special Action.

For each City Action tile you spend, choose **one** of the two City Actions to perform.

BUILD BUSINESSES



Place 1-3 of your Buildings onto one or more city districts in Nieuw Amsterdam. Each Building costs 1 Wood. Buildings placed into the districts are referred to as **Businesses**. Place all Wood used for Businesses back into the reserve.



Example: Orange spends 3 Wood and builds three Businesses. He places two of them into the Trading Company district, which steals the majority away from Yellow. He places the third one in the Granary district, gaining yet another majority there.

HOLD ELECTIONS



Score 3 Victory Points (VP) for every city district where you have a **majority** of Businesses, and 2 VP for every district where you are **tied for the majority**. Record the points using your Scoring Marker on the Scoring Track. *Note: other players who may have majorities or ties for majorities **do not** score when you take this action.*



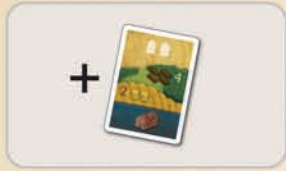
Example: Blue decides to Hold Elections. He has a majority of Businesses in the Docks district (3 VP) and is tied with Yellow for a majority of Businesses in the Lumberyard district. (2 VP) He therefore earns a total of 5 VP and moves his Scoring Marker five spaces up the Scoring Track.



LAND STEP 6. In turn order, each player spends their Land tiles (if any) and takes one Special Action.


For each Land Action tile you spend, choose **one** of the two Land Actions to perform.

ADD LAND

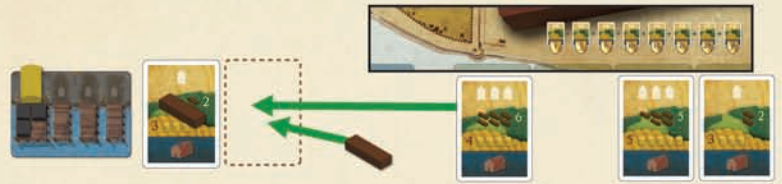


Take **one** face-up Land Card from any New Land slot and add it to the right of your other Land Cards (or to the right of your Wharf Card if this is your first Land Card), creating a row of Land Cards.

Take 1 Wood timber from the reserve and place it across your new card, to show that this land has not yet been cleared for farming.

 Move a Longhouse from the leftmost occupied Lenape Camp to an unoccupied space in the next Camp upriver. If there is no space in that Camp, remove the Longhouse from the game. *Note: Do not use the Longhouse spaces marked for more players than you are playing with. Blocking the unusable spaces with buildings of an unused player color is a good idea to prevent confusion.*

Eventually you may end up with only one Longhouse left in the final Camp. That Longhouse is **permanent**. It is **not** removed even when someone Adds Land.

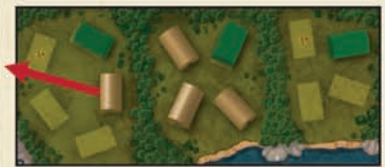


Example: Yellow decides to Add Land. There are only three remaining Land Cards in the New Land spots since someone took one earlier this round. She selects the card she wants, and adds it to the right of a card obtained in an earlier round. She then takes a plank of Wood from the reserve and lays it across the new card to indicate that it has not yet been cleared. (You can see that her other land card has also not yet been cleared.)

As the Dutch farms spread, the Lenape villages recede towards the better hunting grounds of the deeper woods. To represent this, a Longhouse must move. One of two things will happen:



Outcome A: There is room in the next Camp upriver, and the leftmost Longhouse moves into a space there.



Outcome B: There is no room in the next Camp upriver, and the leftmost Longhouse is removed from the game.

CLEAR LAND



Clear the land on **all** of your un-cleared Land Cards which are **completely filled** with Houses. (Each card has 1-3 spaces for Houses.)

Remove the timber(s) of Wood from these cards that indicates that the land has not yet been cleared for farming and place them back in the reserve. Then take the amount of Wood from the reserve indicated by each card you have just cleared.

This land is now ready for farming; each cleared card (during the **Provisions & Income Phase**) will produce the amount of Corn shown on the card.

Finally, score victory points for the **rightmost** Land Card cleared during this action, according to its position in your row of Land Cards. The point value of each position is shown on the scoring table on the board, above the New Land slots.

(From left to right: 1, 3, 6, 10, 15, 21, 28, 36)



Example: Blue decides to Clear Land. He has four Land cards in his row. The first one was cleared in a previous round (you can see that it doesn't have a timber across it). The fourth one is not completely filled with Houses. (It has two spaces for Houses but only one is filled.) That means that Blue can clear only his 2nd and 3rd Land Cards.



*Blue returns the timbers from those two cards to the reserve, then collects 3 + 5 = 8 Wood from the reserve and adds it to his stockpile. Now Blue has three cleared Land Cards that will produce Corn in later **Provisions & Income Phases***



*Finally Blue earns points for the rightmost Land Card cleared in this Action. Since that happens to be the **third** card in his row, he scores 6 VP as shown on the scoring table on the board, and moves his Scoring Marker accordingly.*

TRADE STEP 7. In turn order, each player spends their Trade tiles (if any) and takes one Special Action.

For each Trade Action tile you spend, choose **one** of the two Trade Actions to perform.

TRADE WITH THE LENAPE FOR FURS



Trade Goods for Furs from one of the three Lenape Traders. The bottom Trader offers all 4 Furs for 3 Goods, the middle one offers all 3 Furs for 4 Goods, and the top one offers 1-4 Furs for 1 Good each.

To trade, take the correct number of Goods from your Wharf and place them back into the reserve. Then take the Furs from that Trader and place them face-up in front of you.

Traveling fee: If the Camp directly across the river from your Trading Post contains **no** Longhouses, you must travel along the river. You need food for the journey, and must pay the total amount of Corn pictured on **all** boats between your Trading Post and the closest Camp that has at least one Longhouse. (*This fee is one time per Action, not per turn.*) **If you cannot afford the Traveling fee, you may not trade with the Lenape Traders.**



Example: Orange wants to trade with the Lenape. Someone else already took the bottom Trader's Furs earlier in the Trade step this round; of the remaining Traders, Orange could either trade 4 Goods for all three Furs of the middle Trader's, or he could pay 1 Good apiece for the Furs of his choice from the top Trader. Since Orange wants those Lynx furs to add to the Lynx Furs he already has, he decides to get them. Orange pays 2 Goods from his Wharf, and collects the 2 Lynx Furs.

But wait! There are no Longhouses left in the Lenape Camp directly across the river from Orange's Trading Post, so Orange must pay the Traveling fee. Since there are two boats with 1 Corn pictured on the river between Orange's Trading Post and the nearest occupied Camp, the fee is 2 Corn. Orange pays the fee to the reserve to complete his trade.



SHIP FURS



Sell Furs to **one** ship in the New Ship slots for VP and Coins. Each Ship Card shows **exactly** how many Furs it requires for a shipment.

You may use any combination of Furs, but your shipment will earn more VP if it contains fewer **types** of Furs. The first type of Fur in your shipment earns 3 VP per Fur, the second type earns 2 VP per Fur, and any other types are worth 1 VP per Fur. You also earn 1-5 Coins as shown on the Ship Card.

Place all shipped Furs onto a face-up discard pile. Then take the Ship Card and place to the left of your Wharf Card. Ship Cards thus collected will earn you Goods at the end of each round as shown on the card. (*See the Provisions & Income Phase for details.*)

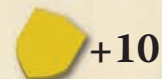
Example: Yellow wants to sell some or all of her five Furs to a ship in the New Ship slots. Since she only has five, she can't choose either of the Ships that hold 6 Furs. She chooses the 5-Fur ship.



- Her first type shipped (2 Beavers) earn her 3 VP each.
- Her second type shipped (1 Lynx) earns her 2 VP.
- Her remaining types (Otter and Muskrat) earn her 1 VP each.



So, Yellow earns a total of 10VP for the shipment, and updates her Scoring Marker accordingly.



Yellow discards her shipped Furs into the face-up discard pile, collects the 2 bonus Coins shown on the Ship card, and places the Ship card to the left of her Wharf. Since the only information she will need from her collected Ship Cards is the Goods Value in the top right corner, she places it overlapping her previously-collected Ship Cards so that they don't take up too much space on the table.



SPECIAL ACTIONS

At any point during your turn in **each** step (*City, Land, and Trade*), you may perform **one** Special Action (*So each player will always get exactly three Special Actions per round, one per step*). Any of the Special Actions can be taken in any step. There are six different Special Actions, each associated with a different district.

A Special Action costs 1 Coin to perform (*in addition to any other expenses associated with the Action*). However, if you have the **most** Businesses in a district (*or are tied for the most Businesses there*), you can perform that district's Special Action **without** paying the 1 Coin fee.



1 LUMBERYARD

Buy any amount of Wood for 1 Coin each, or sell any amount for 1 Coin each.



2 GRANARY

Buy any amount of Corn for 1 Coin each, or sell any amount for 1 Coin each.

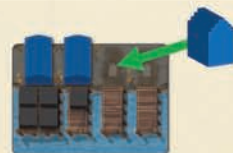


3 DOCKS

Add a Building to a Warehouse space on your Wharf Card for 1 Wood. Buildings on your Wharf card are called **Warehouses**. This unlocks its pier which provides more storage for your Goods. *Note: you may only build 1 Warehouse per turn.*



Example: Blue pays 1 Wood and adds a third Warehouse to his Wharf card; now he has space on his piers to store 8 Goods.



4 MILLWORK

Add 1-3 Buildings to your Land Cards. Buildings on your Land Cards are called **Houses**. You must build Houses from left to right on your row of Land Cards. For each House, you pay 1 Wood to the reserve and place one of your Buildings onto an empty building space on your Land Tile.



Example: Orange pays 2 Wood and builds 2 Houses. He takes two Buildings from his stockpile and adds them to his Land Cards row, filling the empty House spaces from left to right.



5 BLACK MARKET

Buy 1-3 Furs using Coins, Goods, or a combination of both. One Fur costs 3, two Furs cost 6, and three Furs cost 9. (*Only one purchase per Action.*) Black Market Furs are drawn randomly from the facedown reserve. You must declare in advance how many Furs you are buying, and can only look at them after all are drawn. Keep your Furs face up in front of you.

+		1	2	3
		3	6	9



Example: Yellow pays 6 (3 Coins and 3 Goods) for 2 Furs. She draws the two Furs from the reserve and flips them to reveal a Muskrat and a Mink.

6 TRADING COMPANY

Pay 1 Wood to move your Trading Post to the nearest zone upriver that has an available space for it. (*This might mean that you leapfrog over a zone.*) Be sure to only use the black Trading Post spaces in a 2-player game, and the white spaces in a 3-player game. 4 or 5-player games use all spaces.



2p  • 3p  • 4p+  

• Your Trading Post may **never** move farther upriver than the farthest occupied Lenape Camp. (*Note: This means that you might be blocked from moving if the nearest available space is farther upriver than the farthest Longhouse; you'll have to wait for the village to recede and your opportunity to move or leapfrog.*)



Example 1: Yellow pays 1 Wood, and moves her Trading post to the empty space in the next zone.



Example 2: Blue pays one Wood to move his Trading Post. There are no spaces in the next zone, but he can leapfrog over it to the one after.



Example: Here nobody can move, because the nearest available space is farther upriver than the farthest Longhouse.

PROVISIONS & INCOME PHASE

This phase is divided into four steps, which are resolved in order.

8. Each player collects the amount of Corn shown on their cleared Land cards.

All players collect a number of Corn barrels from the reserve equal to the combined Corn Value of their own **cleared** Land Cards.

- Remember that the larger barrels count as 5 Corn barrels.



Example: Blue has three cleared land cards with Corn Values of 1, 4, and 5 barrels. (The last card in Blue's row is not yet cleared.) Blue collects 10 barrels of Corn from the reserve.

9. Each player discards 1 Corn for each Business they own in the city districts.

All players must pay 1 Corn for each of their own **Businesses** (Buildings in the city districts) back to the reserve. If you do not have enough Corn to pay for all of your Businesses, you must pay what you can then remove any Business that you cannot pay for. (Your choice which one.) Deduct 2 VP from your score for every Business you remove. (Your score cannot drop below zero.)

- If multiple players must remove Businesses due to lack of Corn, they should do so in Turn Order.

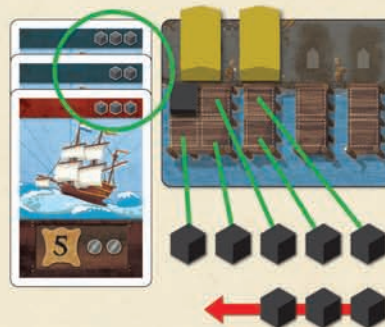


	3		3
	4		4
	5		4
			-2

Example: Blue has 3 Businesses so pays 3 Corn. Yellow has 4 Businesses so pays 4 Corn. Orange has 5 Businesses and must pay 5 Corn, but only owns 4 Corn! He pays the 4 Corn, selects and removes 1 Business, and loses 2 VP from his score.

10. Each player collects Goods as shown on their Ship Cards and stores them on their Wharf Card piers, discarding excess.

All players collect Goods from the reserve as indicated by the Goods Value of their own collected Ship Cards. You may only keep as many Goods as will fit on the unlocked piers on your Wharf Card. Any excess Goods are returned to the reserve.



Example: Yellow earns 3 + 2 + 3 Goods from her collected Ship Cards, so collects 8 Goods. However she only has 5 empty unlocked spaces on her piers. (One of the spaces on her two unlocked piers already has a Goods crate in it from earlier, and the two piers to the right haven't been unlocked yet by building their Warehouses.) She puts 5 of her earned Goods onto her piers and discards the 3 that won't fit.

11. Each player earns 1 Coin per district they occupy, plus 1 Coin per district they control.

Each player receives 1 Coin for each district in which he has **at least 1 Business** and 1 Coin for each district in which he has an **outright majority of Businesses** (ties for majorities do not count).



	DISTRICTS OCCUPIED	DISTRICTS CONTROLLED	TOTAL COINS EARNED
	3	1	4
	2	1	3
	3	3	6

Example: Blue occupies three districts but only controls 1 of them; he earns 4 Coins. Yellow occupies two districts and only controls one of them; she earns only 3 Coins. Orange occupies three districts and also controls all three of them; he earns 6 Coins Notice that nobody earned a Coin for controlling the Docks district, since nobody held a majority there.

Once the **Provisions & Income Phase** is complete, the round is over. If cards still remain in the Land Card and Ship Card decks, start a new round and continue the game. If there are no more cards in those decks it means that 6 rounds have passed and the game is over; proceed to the **Game End** section to determine the winner!

GAME END

The game ends after 6 rounds, when there are no more Land and Ship Cards left in their respective decks. Check the following three sources of Game End VP and update the Scoring Track to reflect the new scores.

1. Final Elections

Score each district in Nieuw Amsterdam for VP only. For each district, the player who has the majority of Businesses there earns 3 VP. If two or more players are tied for majority of Businesses in a district, they earn 2 VP each.

Example: Blue has the majority in one district and is tied in three others; he earns 9 VP. Orange and Yellow each have the majority in one district and are both tied in two others; they each earn 7 VP.



DISTRICT	MAJORITY
DOCKS	2VP each
TRADING COMPANY	3VP
BLACK MARKET	3VP
MILLWORK	2VP each
LUMBERYARD	3VP
GRANARY	2VP each

2. Rightmost filled Land Card, if un-cleared

Each player scores his rightmost Land Card that is **filled** with Houses but **only if it has not yet been cleared**. Use the scoring table to determine the VP earned (if any) for each player.

*Example: Yellow's rightmost filled Land Card (fifth in her row of five) has **not** been cleared, so she earns 15 VP for it according to the scoring table. Blue's rightmost filled land card (fifth in his row of six) has been cleared, so he earns 0 VP.*



3. Surplus Furs and Other Resources

Each player earns **1 VP for each fur** he still holds. Each player then adds together all **other** resources he still holds (Goods + Corn + Wood + Coins) and scores **1 VP for every 3 resources**. Remainders are ignored.

Example: Orange has 2 Furs, for which he earns 1 VP each. He also holds 2 Goods, 2 Corn, 1 Wood, and 3 Coins. These 8 resources can make 2 groups of three, with two resources left over. Orange earns 2 more VP.



The player with the most VP is the winner and is declared the Dutch West India Company's Director-general of Nieuw Amsterdam! If it's a tie, the tied players share the victory!

GAME SUMMARY

There are six rounds of play. Each round progresses as below. Keep this handy for reference during play; there is also a visual game summary on the gameboard.

PREPARATION PHASE

1. Ship & Land slots cleared and refilled.



2. Empty Fur spaces on Traders filled.



3. Shuffled Action tiles placed in Cash Box.



BIDDING PHASE

4. In turn order, choose columns in the Cash Box to auction.



Auction winners get the column's Action tiles and Turn Order token plus bonus Coins.

ACTIONS PHASE

5. In turn order, spend City tiles for actions plus one Special Action.



6. ...same but with Land tiles.



7. ...same but with Trade tiles.



PROVISIONS & INCOME PHASE

8. Players collect Corn as shown on cleared Land Cards.



9. Players pay 1 Corn per Business.



10. Players collect Goods from Ship Cards, store on Wharf piers.



11. Income: 1 Coin per occupied district, plus 1 Coin per controlled district.



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