ANNO 1800

Das Brettspiel von Martin Wallace
Für 2-4 Spieler ab 12 Jahren

A new beginning on an island is hard, but you have dared. With a few townsmen you have built up the first industries and the first ships are anchored too. Everything seems ready to make your island the center of industrialization with new trade routes in the Old and New World. But the advance into the new age must be well planned: Resources and technologies are limited and your competitors won't sleep. A growing population expands your options on your home island and a large fleet allows you to go on expeditions or explore even more islands. But it is not easy to find the right balance between progress and satisfied population. Continually increase your influence and win not only the favor of the queen, but also the game for you!
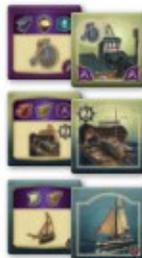
SPIELMATERIAL

4 Reference Boards

1 Game Board

4 Home Islands

12 Old World Islands

8 New World Islands

120 Construction Tiles

1 First Player Tiles

130 Naval Tiles

77 Trade Tiles (bronze)

53 Exploration Tiles (silber)

1 Fireworks Tile

38 Gold Tiles

26 Value 1   12 Value 5

102 Population Cards

46 Farmer/Worker   24 New World

32 Craftsman/Engineer/Investor

22 Expedition Cards

20 Mission Cards

125 Population Tokens

25 Farmers (green)

40 Workers (blue)

25 Craftsmen (red)

20 Engineers (purple)

15 Investors (turquoise)

KOSMOS

Setup

1 Place the **Game Board** in the mid of your table. Sort all **Construction Tiles** and place them on the board according to their images. The blueprint page with the costs (purple bars) must be visible. Amount of Construction Tiles:

- 35 Industries 2x each
- 1s Dock 4x
- 2s Dock 6x
- 3s Dock 4x
- 6 Ships 6x each

2 Shuffle the 3 **Population Card** stacks and the **Expedition Cards** separately and place them face down on their respective place on the map.

3 Mix the Old and **New World Islands** separately and place them on the right side of the board. Also put the **Naval** and **Gold Tiles** next to it.

4 Sort the **Population Tiles** and place them on the left side of the board.

5 Place 5 **Mission Cards** and the **Fireworks Tile** next to the population tiles.
For the first game, take the **Mission Cards** with the 3 diamonds above their names:

Alonso Graves, University, Edward Goode, Isabel Sarmento, Zoo

This is the **personal exhaustion area**. When you are asked to "exhaust" population stones or naval tiles, place them in this area.

6 Each player gets a **Home Island** and places 4 farmers, 3 workers and 2 craftsmen on their respective district. On each of the two trading ships 1 trading tile is placed and on the exploration ship 1 exploration tile.

7 Finally, each player receives 7 Farmer/Worker and 2 Craftsman/Engineer/Investor Cards **to his hand**.

8 Whoever left the country last becomes the Starting Player and receives the **Starting Player Tile**.

9 The second player gets **1 Gold**, the third player gets **2 Gold** and the fourth player gets **3 Gold**. The starting player then starts the game.

District
Here are the available population cubes

Island spaces:
Country

Country with coast

Sea

Game Course and Game End

In Anno 1800 - The board game each player builds his own islands by constructing new buildings, docks and ships, trading resources and satisfying the needs of the population. At the end of the game, the cards played with the produced and traded resources will give influence points. Beginning with the starting player, clockwise each player does his turn until the end of the game is triggered by one player playing his last hand card. The current round is then played to its end. This is followed by a final round, after which the influence points are counted to determine the winner. A detailed scoring example can be found on page 11.

Farmer - green   Worker - blue

Craftsman - red   Engineer - purple

Investor - turquoise

Taking a turn

In his own turn each player has 1 action available. The possible actions are:

There are also the free actions Activate Population Cards (page 7) and Activate Mission Cards (page 12), which can be performed on your own turn if you have enough resources. The effects you can use are described on page 13.

RESOURCE-MANAGEMENT

Before the individual actions are explained, you should understand the core mechanics of *Anno 1800 - The Board Game*. The goal is to use the resources available to you in such a way that you can perform your favorite actions as efficiently as possible. The resource management consists of the elements *Production*, *Trade* and *End of Shift*.

Production

Almost all actions require resources to perform them. Resources are produced by population cubes. There are 5 different population cubes, each assigned to a color and a symbol:

In order to have a resource produced, a population cube from its respective residential area is placed on a **free job** on its own island. The work place determines which population cube is needed. By placing a cube, the resource shown is produced **once** and must be used in the same turn. **It cannot be produced in stock for later moves**. Population cubes remain on their workstations, but do **not** produce any resources while they are there.

Linda needs beer for her turn. She already owns the brewery, so she puts one of her workers from his district on one of the two available Job spaces. With it she immediately produced 1x beer, which she can use in her turn. If she needs beer again, she must employ another worker.

In some cases, no resource is required, but the **Population Cube directly**. So to speak, the work force of the repsective population cube is used without the need for it to be at a specific work place. In these cases, a population cube of the required type is placed **from its district into the Exhausted Area** to the left of the Home Island. Population cubes in the Exhausted area **cannot be used for any further action** temporarily.

Andreas wants to build a Warehouse and needs 1x Bricks and 1 Craftsman. He puts one of his craftsmen on the Brickworks and exhausts another Craftsman, that he puts to the left of his Home Island.

Certain actions require Naval Tiles to perform them. There are 2 types of Naval Tiles, which **always have the value 1**:

 Trade Tiles   Exploration Tiles

To perform these actions, Naval Tiles of the shown type and quantity from own ships are exhausted. Naval Tiles in the Exhausted Area **cannot be** temporarily **used for any** further **action**.

Linda wants to play a card for which she needs 2 Exploration Tiles. She has two Trading Ships with 1 Trading Tile each and one Exploration Ship with 2 Exploration Tiles. From the latter she can take the 2 tiles and exhaust them. The card can then be played.

Trade

If an action requires a resource that the player cannot or does not want to produce himself, this resource can be acquired by **trading with a fellow player**.
For **each** resource purchased, 2 conditions must be met:

1) The active player has enough Trade Tiles on his ships.

2) At least 1 player has a Construction Tile that can produce the required resource.

The number of Trade Tiles required is determined by the population level that produces this resource. The costs are indicated on the Districts: **1 Trade Tile for Farmers and Workers, 2 for Craftsmen and 3 for Engineers**. After the player has exhausted the required tiles, the resource is considered produced.

The player may **not deny** trade, but also does not place a Population Cube on a workspace. He receives **1 Gold from the supply**. Each trade is rewarded with 1 Gold, no matter how many Trade Tiles had to be used.

Important!

➡ The **same resource** can be traded **only once** per turn. However, **several different resources** can be traded, as long as the player has enough Trade Tiles.

➡ It can also be traded if the workspaces of the other player are already occupied.

➡ Resources from the New World, Population Cubes and Exploration Tiles cannot be traded.

➡ Players cannot trade with themselves!

Andreas needs 1x Penny-Farthing, but does not have the industry to do so. His two teammates Diana and Maxim can produce both penny-farthings. Therefore he wants to trade with one of them. Since the production of a Penny-Farthing requires an engineer, Andreas has to exhaust 3 Trade Tiles (number on District). He can now choose freely between Diana and Maxim, even if both of Maxim's work places are already occupied. He chooses Maxim, who receives 1 Gold from the supply. Andreas immediately "produced" 1x Penny-Farthing, which he can use in his turn. He can't trade penny-farthings with Maxim or Diana a second time in this turn, but he can trade other resources.

Andreas   Diana   Maxim

End of Shift

In his own turn, each player can spend Gold to ring in the end of a shift for his own Population Cubes that have **already been used**. The respective Population Cube is taken from its place of work or from the Exhausted Area and placed back on its District. It can then be used again immediately. **Spending gold always means putting it back into the supply**.

The required amount of Gold per Population Cube is shown on the Home Island:

Linda needs Boards and several workers for her next actions. She spends 2 Gold to send her two Farmers from the Sawmill back to their District (1 Gold each). This frees up both the work force and the work space. She also spends 2 Gold to send her Worker from the Exhausted Area to his District. All three can be used again from now on.

ACTIONS

Build

With the Build action, players expand their islands with new Industries or Docks or Ships. The entirety of possible expansions is called a Construction Tile. After the resources required to build a tile are produced, a built tile is removed from the game board, flipped over and placed on its own island with its built side.

Only one Construction Tile can be placed on each island space. However, building over existing or pre-printed Construction Tiles is allowed. This also applies to Construction Tiles that were used for the new tile being built.
The overbuilt Construction Tiles are placed back on the game board. At any time during the Build action, already built Construction Tiles may be placed back on the game board from your own islands. If there are Population Cubes on a removed Construction Tile, they are exhausted.

1 Andreas wants to build the Window Factory. For this he needs boards and glass. He puts a Farmer in the Sawmill and a Worker in the Glassworks, with which he previously built over the Potato Yard (1).
2 Then he takes the Window Factory, turns it around and decides to use it to build over his Glassworks. Since the Glassworks is not a pre-printed Industry, he takes its Construction Tile and puts it back on the board with the blueprint side up. He places the Worker he has just placed on it in the Exhausted Area (2).
3 He then places the Window Factory on his Home Island (3).

Industries

Each Industry exists twice on the game board. Each player may have each Industry at most once. Only 1 Industry can be built per Build action. Industries can be built on all Country places. The blueprint side of the Industries shows which resources are needed as costs (purple bar at the top), which resource can be produced there (resource symbol in the middle) and which kind of Population Cube will be needed for it (frame color and symbol).
The building side shows two workplaces for certain Population Cubes (color and symbol) and the resource that can be produced there.

Blueprint side — Costs, Produced Resource, Needed Population Cubes
Building side — Produced Resource, 2 Workplaces for Population Cubes

Some Industries on the board are alternatives to the pre-printed start Industries on the Home Islands. These offer jobs for Workers instead of Farmers or Craftsmen. If such Industries are built, the corresponding start-industry must be built over.

Docks

Docks show on their blueprint side and on their Dock side a number in a steering wheel. It indicates the maximum ship strength for the respective Dock. 1s-Docks can only build ships of strength 1, 2s-Docks can build ships of strength 1 or 2 and 3s-Docks can build all ships.
Only 1 Dock can be built per Build action, but each player can have **any number** of Docks of any strength. Docks can only be built on Countries with coast.

Blueprint side — Costs, Maximum Ship Strength
Dock side — Maximum Ship Strength

NOTE: The building tokens "Boards" and "1s-Dock" on the game board are actually free and can be built in a regular Build action without the need to produce resources.

Ships

Ships are built in Docks, and their blueprint side and ship side show their strength (1, 2 or 3) by their respective number of Naval Tiles.
Per Build action, a maximum of as many ships can be built as there are already Docks on your islands.
Each Dock can build 1 ship with a maximum strength equal to the strength of the Dock. Similar to Docks, each player can have **any number of ships** of any strength.

The corresponding number of Naval Tiles is **immediately** placed on a built ship. New Trade Tiles can then be used immediately to trade resources for additional ships.

There are Trading and Exploration Ships and each Dock can build both types.
Ships can only be built on Sea spaces.

Blueprint side — Costs, Ship Strength
Ship side — Ship Strength

1

Linda has a total of three docks: two with strength 1 and one with strength 2, which would allow her to build up to three 1s-ships in one action, or up to two 1s-ships and one 2s-ship. She decides to build a 1s-Exploration Ship (1x Sail, 1x Boards and 1x Cannons), and a 2s-Trading Ship (1x sail, 1x goods and 1x boards) (1).

2

She produces Boards and Sails 2x each and then exhausts 2 Trade Tiles to get 1x goods from Andreas. The 2s-Trade Ship is thus already built. She places it on a free Sea space and also directly on top of it 2 Trade Tiles (2).

3

She now lacks a Craftsman for the Exploration Ship. She can, however, use the Trade Tiles obtained by the just built 2s-Trading Ship to also get 1x Cannons from Andreas. This gives her all the resources she needs to build the 1s-Exploration Ship, which she can put on her last free Sea place (3).

Play & Activate Population Cards

On the Population Cards, specialists are depicted who bring Influence Points for resources and a unique advantage effect. To play a Population Card, demands must be met and the needed resources produced, as indicated on the card (purple bar at the top). The map is then laid out open below your Home Island.

Each Population Card played has an **one-time effect**. This effect can be activated at any time during the same or a later own turn. To do this, the card is turned over to its back, but remains in the player's area. The effect occurs immediately (effects are described in more detail on page 13). **Activating is a free action, i.e. any number of cards can be activated per turn.**

Each played card in the player area, whether activated or not, gives its respective influence points at the end of the game.

Costs

Effect

Influence Points

Influence Points
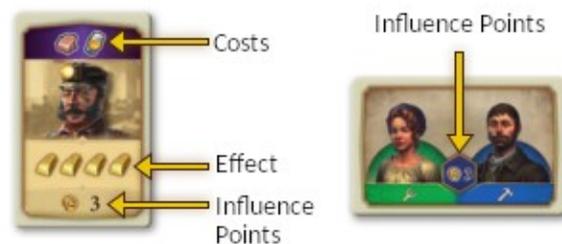
Change Population Cards

As an action, **up to 3 Population Cards** can be placed by hand under their respective Population Card stacks. After that, as many new cards are drawn from the respective population pile as were placed underneath in the first step. Once a deck is used up, no more Population Cards of this kind can be changed.

Andreas has 3 hand cards that he would like to exchange because they are difficult for him to fulfill. He puts the 8-Influence-Point and the 5-Influence-Point Card under their stacks (Craftsman/Engineer/Investor or New World) and therefore draws 1 new card from each of the two stacks. In this example, the stack of 3 Influence Point Cards (Farmer/Worker) is already used up, so it can't be changed any more and he keeps it on his hand.

Increase Working Power

With the Increase Working Power action you can add **up to 3 new Population Cubes** from the supply of your Home Island. To add 1 Population Cube, you must produce the required resources, which are located above the individual District of the city. The costs are only 1 Population Cube at a time. Population Cubes acquired this way can be used directly to produce resources that are needed to further increase the working power.

For **each** new Farmer or Worker, 1 Farmer/Worker Population Card must be drawn and placed in your hand. For **each** new Craftsman, Engineer or Investor, 1 Craftsman/Engineer/Investor Population Card must be drawn and placed in your hand.

If the working power should be increased, but the corresponding **Population Card pile is already used up**, no card is drawn. Instead, for each Population Cube added, an amount of Gold indicated on the game board must be spent. If this is not possible, the Population Cube cannot be added.

Linda wants to place 3 new Population Cubes on her Districts. She is completely free to decide which 3 it should be and chooses 2 Workers and 1 Engineer. She needs 2x Boards, 1x Bricks, 1x Coal, 1x Goods, 1x Steel Beams and 1x Windows. She already has the improved Charcoal Works, Brickworks and Steelworks, so she can fill them with Workers instead of Craftsmen. But she is missing 2 Workers to produce all the resources she needs. So she first produces 2x Boards and 2x Bricks to put 2 more Workers directly on her District. In the second step, she uses these two to produce the resources for the Engineer and puts him on his district.

Since Linda has received 3 new Population Tiles in total, she must also draw 3 new hand cards: 2x from the Farmer/Worker pile and 1x from the Craftsman/Engineer/Investor pile. In this example there is only 1 card left in the Farmer/Worker pile. For the 1 card that she cannot draw, she must instead pay 1 Gold as shown on the board.

Level Up

With the Level Up action you can do **up to 3 improvements** to your own Population Cubes. In order to make an improvement, the required resources must be produced, which are located between the Districts above the Level Up icon. 1 improvement is the step from one type of Population Cube to the next: Farmer->Worker->Craftsman->Engineer->Investor. The 3 improvements can be **divided** onto 1 to 3 Population Cubes.

A Population Cube to be improved is **replaced** by the new one from the supply. Since improvements do not increase the number of Population Cubes, **no new Population Cards are drawn**.

IMPORTANT: If the Population Cube to be improved is on a Construction Tile, the new Population Cube will also be placed on that tile. This means that the colors of the work place and the Population Cube will not match until the next End of Shift (page 5) or until the City Festival (page 10).

Andreas wants to make 3 improvements. 1 Farmer should be improved 2x, i.e. become a Craftsman (1x Bricks, then 1x Coal and 1x Goods). 1 additional Farmer is to be improved 1x, i.e. become a Worker (1x Bricks). The Farmer that is to become a Worker is already used on a work place, so he exchanges it on this place. He puts the other Farmer from his District back into the supply and instead puts a Craftsman from the supply into the corresponding Distrcit. He does not draw Population Cards, because the total number of Population Cubes didn't increase.

Unlock the Old World

With this action you can expand your own island to make **more space for more** Construction **Tiles**. To open up an Old World island, the **currently required number of Exploration Tiles must be exhausted**. Each player's first Old World island requires 1 Exploration Tile, the second 2, the third 3 and the fourth 4. These costs are independent of how many New World islands the player has. **No player can unlock more than 4 Old World islands.** A maximum of 1 Old World island can be developed per Unlock Old World action.

Old World islands are drawn from the stack and placed openly on the right side of the own island group. You extend them by 2 Sea places and 4 Country places, 2 of them with coasts, which can all be used for the Build action (page 6). The Home Island does not have to be completely built up to be allowed to unlock an Old World island. Building tiles can still be built on the Home Island.

Old World Islands give the player a **unique** advantage. These are either effects (page 13), which are **triggered instantly** when the island is unlocked, or Industries, Docks or Ships, which can be used regularly. Only this way players can have an industry twice.

Linda has already unlocked an Old World island for 1 Exploration Tile in an earlier turn and thus not only got more space for more Construction Tiles but also an improved Warehouse. For her 2nd Old World island she now has to exhaust 2 Exploration Tiles. She draws the top Old World island from the hidden stack and expands her board. The unique advantage lets her draw immediately 2 Expedition Cards
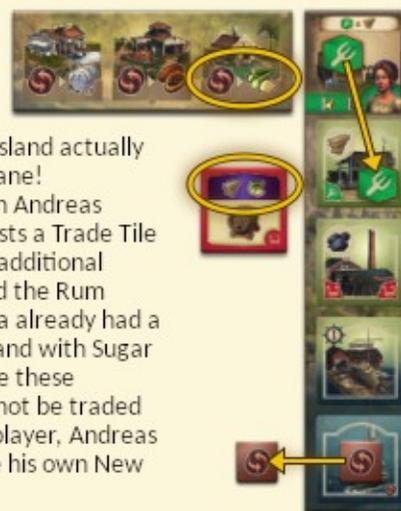

Explore the New World

With the Explore New World action you can discover valuable **resources from distant islands for trade**. To explore a New World island, the currently required number of Exploration Tiles must be exhausted, as with the Old World islands. Each player's first New World island requires 1 Exploration Tile, the second 2, the third 3 and the fourth 4. These costs are independent of how many Old World islands the player has. **No player can explore more than 4 New World Islands**. A maximum of 1 New World island can be explored per New World Exploration action. **For each New World island explored, the player must also draw 3 New World cards and put them into his hand.**

Andreas urgently needs Sugar Cane from the New World to build a Distillery. He exhausts an Exploration Tile because it is his first New World island and draws 3 additional New World cards, which he puts into his hand.

New World Islands are drawn from the stack and placed openly in the own player area. Each New World Island shows 3 resources it can produce.

In order to use a resource from your own New World Island, a Trade Tile must be exhausted, which can be done several times per turn. **New world resources from other players cannot be traded**. However, this only applies to New World resources and not to their subsequent industries. Tobacco, for example, cannot be traded, but Cigars, for which tobacco is needed, On New World islands, no Construction Tiles can be built.

The explored island actually offers Sugar Cane! In his next turn Andreas directly exhausts a Trade Tile and produces additional Boards to build the Rum Distillery. Linda already had a New World island with Sugar Cane, but since these resources cannot be traded with a fellow player, Andreas had to explore his own New World island.

Take Expedition Cards

With the Take Expedition Cards action, players receive Expedition Cards, which can bring additional Influence Points at the end of the game, but nothing more until then. In order to start an expedition, the resources needed for it must be exhausted:
2 Exploration Tiles for up to 3 Expedition Cards.

Expedition cards are drawn from the stack and form a separate **hidden** deck below the Home Island for each player. They do not count as part of the players' hand cards. The own Expedition Cards can be viewed at any time.

Expedition Cards show **an animal on the left** for the zoo and **an artifact on the right** for the museum. The background color and the symbol below it indicate which Population Cubes are required as Visitors at the end of the game to receive the Influence Points below. Each Population Cube can only be used for one space.

Linda has drawn 3 Expedition Cards in her turn. She keeps them secret from her fellow players, but tries to have 3 Craftsmen, 2 Engineers and 1 Investor at the end of the game to gain up to 1+1+2+3+2+1=10 Influence Points. For example, if she had only 1 Craftsman and 1 Investor at the end of the game, she would receive 1+3=4 Influence Points.

Celebrate City Festival

If a player cannot or does not want to perform any other action, the City Festival allows to reset Population Cubes and Naval Tiles. They can then be re-used in the following turns. The entire population returns to its Districts and all Ships enter the Docks. To celebrate the City Festival, all Population Cubes and Naval Tiles are removed from their jobs and from the Exhausted Area and return to their respective Districts or Ships.

End

As soon as a player has played his last hand card, i.e. has no more Population Cards in his hand, the end of the game is triggered. This player immediately receives the Fireworks Tile. The current round is still played to the end, so that each player had the same number of turns. After that, another, last round is played before the game ends.

If the player who initiated the end of the game is at any time dealt Population Cards, the end of the game remains initiated and the player does not have to give up the Fireworks Tile.

Since Andreas is the Starting Player, but Linda as the Second Player rings in the end of the game, the round will be finished after her turn, so her two fellow players Maxim and Diana are up for another turn each. After that, Andreas starts the last round of the game, so that everyone has a last turn before the Influence Points are counted.

Scoring

Each player then counts his own influence points:

1. Each **played Population Card** in its own player area, wether open or hidden, gives as many Influence Points as stated on it:

   - Farmer/Worker Cards: 3 Influence Points
   - Craftsman/Engineer/Investor Cards: 8 Influence Points
   - New World Cards: 5 Influence Points

2. The **Expedition Cards** are revealed and occupied by your own Craftsmen, Engineers and Investors according to their background spaces. These can be taken from Districts, from Jobs, or from the Exhausted Area. Each Population Cube can only be used for one space on the Expedition Cards. **Each occupied space is scored individually** and then brings the Influence Points below it. Expedition Cards do not have to be fully occupied to bring Influence Points.

3. 3 **Gold** each give 1 Influence Point.

4. The **Fireworks Tile** gives 7 Influence Points.

5. Finally, distribute the Influence Points of the Mission Cards (page 12).

Whoever has the most Influence Points now, wins! If there is a **tie**, the winner is the one who has the most Industries, Docks and Ships in total. Therefore, preprinted Construction Tiles that are not built over are of course included.
If there is another tie, the winner is the player with the fewest hand cards.
Otherwise the victory is split.

TIP: On **kosmos.de/anno-1800** you can download a scoring sheet.

1. 11 cards with 3 Influence Points each. 3 cards with 8 Influence Points each and 4 cards with 5 Influence Points each: 11x3 + 3x8 + 4x5 = **77 Influence Points** with population cards.

2. 3 Expedition Cards, but missing an Engineer 3x1 + 1x2 + 1x3 = **8 Influence Points** due to Expedition Cards.

3. 5 Gold = **1 Influence Point**.

4. Since she has rung in the end of the game, she has the Fireworks Tile = **7 Influence Points**.

5. The Mission Cards give her:
   → Since she has neither the most nor the second most Engineers = **0 Influence Points**.
   → 6 Influence Points for each Industry Gramophone/ Penny-Farthing/Steam Wagon = **6 Influence Points** (Penny-Farthing).
   → 6 Influence Points for each New World Island she has = **6 Influence Points** (1 New World Island).
   → 1 additional Influence Point for each zoo animal visited = **2 Influence Points** (2 visited zoo animals).

   → In total Linda has
   77 + 8 + 1 + 7 + 0 + 6 + 6 + 2 = **107 Influence Points**.

Mission Cards

Mission Cards represent opportunities and challenges of different personalities and achievements from the Anno world for you. At the beginning of each game you draw **5 random** Mission Cards, which persist the whole game. You can also choose your favorite combination. **For the first game, we recommend the Mission Cards Alonso Graves, University, Edvard Goode, Isabel Sarmento and Zoo.**

There are two types of Mission Cards. **Most Mission Cards will reward you with Influence Points** at the end of the game if you meet their requirements. They have a darker background than the **Effect Mission Cards**. These have the same light background as the Population Cards. They offer you certain effects that you can use during the game. Their effects are not actions and are not consumed during the game. Each of you can use them in your own turn whenever it seems right or necessary.

Alonso Graves - Exhaust 3 Exploration Tiles **and** spend 3 Gold to perform an additional action.

Aarhant - Exhaust 1 Investor to **get** 5 gold from the supply.

The Editor - Exhaust 2 Exploration Tiles to place any 1 hand card under their respective Population Card piles. **No** new card is drawn.

IMPORTANT: The Effect Mission Cards Alonso Graves, Aarhant and The Editor can only be used once per turn.

Beryl O'Mara - 2 Exploration Tiles can be **used** like 1 Trade Tile. There is no exchange of the tokens! However, 2 Exploration Tiles can be exhausted to trade 1 resource produced by a Farmer or Worker. In this way, several resources can be traded in one turn.

Carl Leonard von Malching, Eli Bleakworth, The Queen, Edvard Goode, Willie Wibblesock, Princess Qing - Each Industry depicted on these cards gives the player who built it the respective number of Influence Points at the end of the game.

Hannah Goode, University, World's Fair, Madame Kahina, The Visitor - Each of these cards brings 10 Influence Points to the player who has the most of the displayed elements at the end of the game (Population Cubes in total, Engineers, Investors, Trade Tiles, Expedition Cards). The player who has the second most elements gets 4 Influence Points. If there is a tie, all players involved in the tie receive the respective Influence Points. If there is a tie for the most elements, the Influence Points for the second most elements will still be awarded.

Zoo, Museum - Each of these cards increases the Influence Points you get for visited animals or artifacts by 1, e.g. an Engineer occupied animal field of an Expedition Card is worth 3 instead of 2 Influence Points at the end of the game, if the Mission card Zoo is in play.

Bente Jorgensen - Each player who has developed a maximum of 1 Old World Island at the end of the game receives 18 Influence Points. The Home Island is not an Old World island!

Isabel Sarmento - Each New World Island that a player has explored gives 6 Influence Points at the end of the game.

Pyrphorian - At the end of the game, each player loses 2 Influence Points for each Population Card he still has in his hand. Population Cards played but not activated are not counted as hand cards.

Combination of Mission Cards

Normally you draw 5 random Mission Cards at the start of the game. However, if you want to give the game feeling a certain direction, you can use these suggestions as a guide to put the 5 Mission Cards together:

→ For a more **complex** game with more possibilities, use as many of the Effect Mission Cards as you like (Alonso Graves, Aarhant, The Editor, Beryl O'Mara).

→ For a more **confrontational** game, where you compete more for points, take as many of the Mission Cards as you like, which reward you for the majority of certain game elements (Hannah Goode, University, World Exhibition, Madame Kahina, The Visitor).

→ For a more **relaxed** game with the focus on expanding the islands, take as many of the Mission Cards as you like, which give you points for different Industries (Carl Leonard von Malching, Eli Bleakworth, The Queen, Edvard Goode, Willie Wibblesock, Princess Qing).

→ The Mission Cards Zoo and Museum focus on Expedition Cards.

→ Use the Pyrphorier Mission Card to change the game feel and your strategy. As the card punishes you for keeping Population Cards at the end of the game, there is more competition to trigger the end of the game and being more cautious with increasing the working power.

Effects of Population and Mission Cards

You will receive the shwon **Population Cubes onto your Districts** and the corresponding **Population Cards into your hand**. If the corresponding stack is used up, Gold must be spent instead. If this is not possible, the effect cannot be used entirely.

You receive the specified amount of **Trade or Exploration Tiles** and place them on the Population Card. You can use them in the same way as Naval Tiles, but they go straight back into the supply after use. **They also go back into supply if they have not been used by your next City Festival**.

You will receive the **specified amount of Gold**. Put it into your personal supply.

You get **2 Expedition Cards**. This effect expires when the expedition card stack is already used up.

You will receive **one of the New World resources shown here for free**, which you must use when activating the card.

You receive up to **3 free upgrades** to your Population Cubes. You may only use it to improve the depicted Population Cubes. All the improvements you want to use must be used in the same turn and cannot be split into several turns.

You will receive an **additional action** which you may perform according to the normal rules.

You may put back **up to 2 arbitrary hand cards under their respective population card piles**. No new cards are drawn.

> **!** **IMPORTANT:** Unlike all other effects, you can only activate this effect the turn you played the card. At the end of your turn you must turn the card over to its back. You don't have to use this effect, but you can't activate it in a later turn!

Tips for getting started

Anno 1800 - The Board Game can be a bit overwhelming, especially at the beginning. That's why we would like to give you some tips and hints to help new players find their way through the game.

You will have the impression that the end of the game is in a seemingly never-ending distance. Because the end is only triggered as soon as a player has no more hand cards. For most of the game, however, you will draw more cards than you can fulfill. This is quite natural, because your islands have very few production possibilities at the beginning. As your city grows and you get more inhabitants, the needs that have to be met will increase accordingly. It wouldn't be unusual for you to double your initial hand card count after a while. But don't be fooled by the feeling that your game will probably never end! An important element of the game is to find out when it is time to give up more inhabitants, because you will be able to efficiently take care of all those you already have in your hand. Especially, if you want to be the first one without hand cards to receive the 7 bonus points, you should keep this in mind.

But this does not mean that this always has to be the right way. The player who rings in the end of the game has not yet won, and in many games you have no disadvantages due to remaining hand cards at the end of the game (unless the Mission Card *Pyrphorier* is in play). So you might as well try to get as many inhabitants as possible and keep them happy, while others may want to keep their population low to better control the end of the game.

But most importantly: Each player's island gets better with each turn. You have more industries and a bigger navy. And through trade, everyone benefits from the progress of the other players. And when a certain point of development for all players is passed, the game can suddenly move very quickly towards the end of the game. Because then at some point you will be able to play your Population Cards much faster than you get new ones.

At this point, it should also be said that the amount of City Festivals you celebrate should be carefully considered. After all, when the whole city is celebrating, there is no work going on. Between these occasions you should therefore try to make the most out of your opportunities.

Especially at the beginning of a game, the question "Where should I even start?" rises. It's worth looking at the needs of your inhabitants on your hand cards. If certain industries appear there several times, you could start building one. Some inhabitants need Soap? Then build a Soap Sieve directly. That way you can go through the most important industries to get a good start into the game. Even an early push to new shores is not wrong, by opening up an Old World island with your fleet. The Construction space may not be directly necessary at the beginning, but the unique advantages of each island are.

Don't underestimate the industries you actually already have. For your 5 starting Industries, each requiring Craftsmen, you can build alternative versions. These require Workers for the same resource and replace the Craftsman version. Such an investment can be worthwhile, since you can get Workers more easily than Craftsmen during the course of the game and many Cards and Tiles require the resources produced in these Industries.

For the further course of the game, it is also worthwhile to take a look at industries that are a prerequisite for many others. Cannons are necessary, for example, if the exploration fleet is to be expanded, while Cotton Cloth is enormously important for New World Cards. An early investment in such industries makes you a lucrative trading partner for your fellow players.

Notes on the Resource "Goods"

Knowledgeable Anno 1800 fans and members of the Anno Union have certainly stumbled upon the resource "Goods". From the PC game you know it not as a resource but as an icon for "flotsam". After all, all resources are goods, and you organize their production and use. In *Anno 1800 - The Board Game*, however, goods are an independent and equal resource like Boards are. The boxes represent a colorful mixture of different special goods: The Grapes in Champagne, Ccopper and Zinc for Brass or the Cargo of Ships. The corresponding building on the Construction Tile is therefore also the warehouse. It is a very versatile reloading point on your island and an important part of the infrastructure.

We have used this solution to capture the complexity of the PC game, but at the same time ensure accessibility and playability. In this way we are able to track a wide range of resources and, most importantly, how they are interlinked with each other.

Quick Reference

Gameplay

- Clockwise 1 action, until one player has no hand cards
- Finish current round
- Play one last round
- Count Influence Points
    - → Most Influence Points = Winner

Count Influence Points (page 11)

- Played Population Cards (open and hidden)
- Visited places of Expedition Cards
- 3 Gold each = 1 Influence Point
- Fireworks Tile = 7 Influence Points
- Accomplished Mission Cards

Production (page 4)

- Set a Population Cube shown on the work space to produce the resource 1x and use it in the same turn.
- Directly needed Population Cubes or Naval Tiles are exhausted.

Trade (page 5)

- Exhaust the number of Trade Tiles to use 1 Industry of a player. The number is determined by the Population level the player would need to produce this resource.
- The other player gets 1 Gold from the supply.
- Trade cannot be denied and cannot take place with yourself.
- Occupied work spaces do not prevent trade.
- Directly needed Population Cubes, Naval Tiles and resources from New World Islands can't be traded.

End of Shift (page 5)

- Spend gold shown on the Districts to move Population Cubes from the work spaces and from the Exhausted Area back to their Districts.
- If sufficient Gold is available, several Population Cubes can be reset

Build (Industries, Docks, Ships) (page 6)

- Produce resources to build 1 Construction Tile.
- Up to 1 Ship per Dock in one Build action (consider Ship strengths of the Docks!)
- Ships immediately receive Naval Tiles equal to their strength.
- Put the overbuilt Construction Tiles back on the game board
- Industries->Countries, Docks->Countries with coasts, Ships->Sea
- Each Industry can be built a maximum of 1x at a time, Docks and Ships any number of times.

Play & Activate Population Cards (page 7)

- Produce resources to play 1 card.
- Any number of cards can be activated at any time in your own turn - free action!
  The card effects are unique.

Change Population Cards (page 7)

- Put up to 3 hand cards under their respective stacks, then draw the same number of cards from the same stacks.

Increase Working Power (page 8)

- Produce resources to place up to 3 new Population Cubes on their Districts and draw 1 card for each new Population Cube.
- If the Population Card pile is used up, Gold must be spent for each card not drawn. If this is not possible, the action cannot be executed (completely).

Level Up (page 8)

- Produce resources to make up to 3 improvements.
- Each level change is 1 improvement. Order of the improvements:
  Farmer->Worker->Craftsman->Engineer->Investor

Unlock the Old World (page 9)

- Exhaust Exploration tile to create 1 Old World Island and draw 3 New World Cards
- 1/2/3/4 Exploration Tiles -> 1./2./3./4. Old World Island
- Maximum of 4 Old World Islands per player

Explore the New World (page 9)

- Exhaust Exploration tile to create 1 New World Island and draw 3 New World Cards.
- 1/2/3/4 Exploration Tiles -> 1./2./3./4. New World Island.
- Maximum of 4 New World Islands per player.
- Exhaust 1 Trade Tile to produce 1 own New World resource (not tradable)

Take Expedition Cards (page 10)

- Exhaust 2 Exploration Tiles to draw up to 3 Expedition Cards and place them face down.
- Own Expedition Cards may be viewed at any time.

Celebrate City Festival (page 10)

- Put all Population Cubes and Naval Tiles from work spaces and from the Exhausted Area back to their Districts and Ships.

Activate Mission Cards (page 12)

- Use the effect of available Effect Mission Cards - free action!
- Alonso Graves, Aarhant and The Editor can be used a maximum of 1x per turn.