

In Trinidad, players must build the most beautiful and richest city in the Rio de la Plata region, the future Buenos Aires. Players will manage productions and resource collecting. They will construct houses, palaces, squares, churches, barracks, markets, corporations, monuments, and fountains. They'll connect districts with roads, protect them with walls, and collaborate to build magnificent major buildings like the City hall (Cabildo), Harbor, Fort, and Cathedral. Building in central districts will give more prestige, but external districts should not be underestimated as they are less crowded and easier to manage. Character/affiliate cards will allow the players to create some powerful combo in several aspects of the game! At the end of every decade, special events can occur, like the city's ship sailing to Spain for trade, a war, and a scoring phase to reward players for their achievements. Players should, therefore, be

CONTENTS:

1 Main board I Combat Area board

5 Player boards

5 Player screens 5 Player aids

72 Affiliate cards 16 Solo cards 12 Character cards 40 Planez disks

5 City Council markers 8 City Council workers

careful while developing their strategy in the best way and with the best timing!

4 Tension markers Decade marker

5 Roads markers 3 Peace markers

5 War Penalty markers 30 Banners

30 Vote tiles 10 VPs tiles 117 Resources

15 War markers

15 Palace markers 10 Lot tiles 10 Status markers

14 Wound tokens

5 Discard markers 1 Cabildo I Harbor

14 Pillage tokens 5 Blood Pact markers

22 Faith tokens 10 War Opponent tiles 10 War Opponent markers

I Cathedral miniature

27 Walls 3 Quarries 3 Carpentry 2 Church

6 Palace 2 Barracks

2 Fountain

35 Houses 2 Markets

3 Corporation 8 Milicianos

4 Soldier

42 Metal coin

1 Rulebook

6 Indios





Warning! Choking hazard! Contains small parts that can be

