



Common action	Almirante (Admiral)	Cardenal (Cardinal)	Comerciante (Trader)	Condestable (Constable)	Conquistador (Conqueror)	Pirata (Pirate)	Rey (King)	Secretario E. (Secretary S.)	Virrey (Viceroy)	Banquero (Banker)	Inquisidor (Inquisitor)	Príncipe (Prince)	Reina (Queen)	
How to get...?														
Greatness Points (GP)	1	*I	*I	II	*P	*I		*I	*P		I	II	I, II	*I
Money (ducats, ①)	2	II	*P	I		II	I, II			*P	*II,*P	I,*P		*I,*P
Regiments	3			II										
Magellan's Voyage cards	4							I						
Rose windows	7							I						
Houses	7							I						
Estates	8							II						
Bulls			II											
Other actions														
Advance in ST	4	I, II												
Place houses in the NW	5					*I			I					
Advance in OP	6						P					P		
Explore the NW						I								
Influence the War				I										
Hinder opponents						I, II	II				I			
Capture natives						*I			II					
Add wealth to the Crown							II			I		I		
Refresh rose windows			*II								II			
Use the set aside character														II

P = Passive ability, I = first ability, II = second ability. * = Only under specific circumstances.

- Painter of the Court:** 1st visit: pay ② and take a Painter card; following visits: turn the card one step (no need to pay).
- Ask for a loan:** pay 1 GP to get +③.
- Fund the regiments:** pay ② to take a regiment (ready or tired).
- Explore the seas:** pay ② to advance +1 in the sea trade, or pay ③ to take a Magellan's Voyage card.
- Open up a mission:** pay ② to place a house in a New World colony.
- Visit the Court:** pay ① / ② to advance 1 / 2 spaces in the order of peers.
- Acquire a workshop:** pay ② to take a rose window card or a house.
- Buy estates:** pay ③ and take one of the remaining estates from the board.

Abbreviations used: OP: order of peers; NW: New World; GP: greatness points; ST: sea trade; ①: money (ducats).
Easily missed rules: (I) If the crown has no wealth, the player must pay on its behalf. (II) There can be no gaps in the middle of the market. (III) When using **The Power of the Court** ♣, using a passive ability forces the player to select the character.

Game aid for Plus Ultra by andvaranaut (Twitter/BGG/LaBSK)

- Almirante (Admiral):** (I) +1 in ST and move a resource from the NW to the market^(a). +2 GP if that resource was not previously in the market. (II) +2 in ST and +①.
- Cardenal (Cardinal):** (P) +① for each bull bought by opponents this round. (I) donate a resource to the Church^(b). +1 GP always, +1/+2 extra GP exhausting a rose window, +2 GP if the Cathedral was completed. (II) take a bull.
- Comerciante (Trader):** (I) discard a tile from the market or the surplus. Take ④ minus ① for each tile of that type still on the market. (II) pay ②/③/④ to get +1/2/3 GP.
- Condestable (Constable):** (P) +1 GP if the war in Europe is won. (I) if the war area is full, replace an opponent's regiment there by a ready regiment of yours; if it isn't, add a ready regiment (from any player) to it. (II) get a free regiment, ready or tired.
- Conquistador (Conqueror):** (I) reveal the next tile in the NW. +2 GP if a resource; if natives, you may capture them by using a bull or by paying ① and exhausting a regiment; if a colony, move to the colony area and you may place a house there by paying ①. (II) move a resource in the NW to the surplus area and +②.
- Pirata (Pirate)^(c):** (I) +② and -1 to an opponent's ST. (II) +②, discard a resource next to a colony in the NW, and each player with houses in that colony pays ① or exhausts a regiment (if unable, -1 GP).
- Rey (King):** (P) when activated, become first in OP. (I) get GP according to the wealth of the Crown. (II) each opponent either pays ① or loses -1 GP; the Crown gets ②.
- Secretario de Estado (Secretary of State):** (P) when activated, +2 GP if no opponent chose the **Rey (King)**. (I) pay ① plus ① from the Crown to take a house, a rose window or a Magellan's Voyage card. (II) pay ② to buy an estate.
- Virrey (Viceroy):** (P) when activated, +① for each colony with houses of yours. (I) pay ① plus ① from the Crown to place a house in the NW. (II) capture a natives tile by either using a bull or paying ① plus ① from the Crown and exhausting a regiment.

- Banquero (Banker) ♣:** (P) the common action "ask for a loan" may be used multiple times this round; +① whenever an opponent uses it. (I) donate ducats to the Crown; +1 GP for each donated ducat. (II) +① for each gold or silver tile in the market.
- Inquisidor (Inquisitor) ♣:** (P) +① whenever a character causes a resource tile to be moved from the NW to the market or the surplus, or whenever natives are captured. (I) exhaust up to 3 rose windows and get +① for each; each opponent puts ① in a Church square with no resource tile (if out of ①, -1 GP)^(d). (II) refresh up to 3 exhausted rose windows and get +1 GP for each.
- Príncipe (Prince) ♣:** (P) when activated, advance 1 in OP. (I) +2 GP, the Crown gets ② and each opponent may pay ① to get +1 GP. (II) +1 GP for each tile in the Church.
- Reina (Queen) ♣:** (P) +① whenever overtaken in OP. (I) +2 GP / +1 GP / +② / +① if 1st / 2nd / 3rd / 4th in OP. (II) use one of the basic abilities of the set aside character.

- ^(a) if the market is full when using this ability, move a tile to the surplus beforehand.
^(b) donate from the market (to the same Church square) or the surplus (to any square). If the Cathedral is completed, discard all donations and refresh all players' rose windows.
^(c) always gives +②, even if no ability can be fully carried out.
^(d) players who later donate resources to a square with ducats take them.

START OF THE ROUND

Initial actions	Round 2: add a 3-size colony. Round 5: add a 3-size colony. +1 GP for the 1 st player in OP. Rounds 6 and 7: The 1 st /2 nd player in OP gets +2/+1 GP.
Fill up NW	Deal a face up tile to each empty space in the New World.
Establish order	Distribute the turn order cards according to the OP.
Take windfall	Estates: +① for each estate. Sea trade: +① (or +① and +1 GP) for having reached the 5 th (or 8 th) position.
Ready regiments	In OP, each player having all regiments exhausted can choose to refresh them all by paying ①.
War in Europe	Throw 3 dice. The intermediate value is the belligerency level.
Choose characters	Randomly pick and set aside a character, face down. Then: 2P: The first player in OP picks a character; the second picks two and randomly discards one; then the first player picks two characters, and the second player picks one. 3P and 4P: In OP, each player picks a character. Repeat twice (three times when using The Power of the Court ♣). Afterwards, simultaneously reveal all characters (chosen or remaining, if any) save for the one set aside at the beginning.
Buy bulls	In OP, each player may pay ③ to buy a single bull, if any remain.
Go to war	Secretly bid any number of ready regiments. Place them one at a time , with players who bid higher going first (break ties by OP), up to the belligerency level. Surplus regiments return tired to their owners.

ACTION PHASES (twice, even when using ♣; three times in two player games)

In OP, players **exhaust one of their active characters**. If possible, they carry out **one of the two actions** of that character. **A single bull per round** may be used to repeat the same action twice or to carry out both of them in sequence.

Optionally: carry out **one** available common action, before or after using the character.

END OF THE ROUND

War outcome	Regiments in war return tired to their owners. If the belligerency level was met, +1 GP for each regiment participating in war.
Colony pillaging	Return the most recently placed house in each colony with an adjacent natives tile to its owner's supply.
Colony production	From the bottom up, each colony with a resource tile sends it to the market (should it be full, it goes to the surplus pile).
Crown tax	Discard any resource tiles in the market which match the set aside character. The Crown gets +① for each tile discarded in this way.
New round	Advance round marker (rounds 1 to 6) or do final scoring (round 7).

Each player takes...: 2 houses, 2 ready regiments, ③ ducats, 1 active rose window, 2 common action markers.

...and places on the board: ship (ST), scoring marker (0) and OP marker (randomly pick 1st, then clockwise).

Starting wealth of the Crown: ④ ducats.

Round marker: place in round 1.

Starting market: silver / silver / vegetables / gold + silver in surplus

Set aside both 3-sized colonies.

According to **player count**, use:

	Players		
	2	3	4
Bulls	3	4	5
Magellan's Voyage cards	5	5	6
Estates	4	6	8
The Power of the Court ♣ characters (optional)	--	1 (at rnd.)	4

New World: Fill with 7 face down tiles and reveal the first one. If it's a colony, move it to the colony area.

New World: +1 GP for each house in the NW and +1/+2/+3 GP for each majority (ties don't count) in 2/3/4-sized colonies.

Bulls: -1 GP for each unused bull.

Rose windows: +2 GP for the player(s) with the most amount of rose windows; all other players get -1 GP for each rose window they are behind.

Sea trade (only for players who have advanced at least 1 space): +5 GP for being 1st in sea trade, +3 GP for being 2nd and +1 GP for 3rd/4th. If there's a tie for the 1st and/or the 2nd position, all players involved get the full +5/+3 GP.

Estates: +1 GP per each estate still in the player's possession.

Magellan's Voyage: if all cards were taken, +3 GP/card; otherwise, +1 GP/card.

Natives: worth as many GPs as the square of the amount of captured native tiles.

Painter of the court: pay ② to get +2/+4/+6 GP according to the card position, or don't pay and get +1 GP regardless of the card position.

Wealth: exchange regiments and houses in your supply for ① each; +1 GP for every ⑤. Whoever has the most GP wins! Ties are broken by the OP.

Setup: add the **Ambassador** character and place the "**Visit embassies**" card next to the board. Make a face down pile of embassy tiles and reveal the top 2. Whenever a player takes a tile, it may be either one of the two visible tiles (which gets replaced) or the topmost in the facedown pile.

Common action "Visit embassies": pay ② to take an embassy tile.

The Ambassador: (P) when activated, optionally unlock a common action; (I) pay ① plus ① from the Crown to take an embassy tile; (II) pay ② to use any basic action of an opponent's ready character.

Final scoring: +1 GP for each embassy tile. Each tile counts as **one** of its depicted shields (players' choice). Any nation for which **3 or more** shields have been obtained gives a bonus. **Austria:** +4/+3/+2/+1 GP if 1st/2nd/3rd/4th in OP; **England:** ST scores double; **Portugal:** +1 extra GP extra for each house and each majority in the NW; **Papal States:** +1 extra GP per rose window; **France:** +1 GP per regiment.