

















































































































































































































































PAX HISPANICA – CHEAT SHEET GM (V20240503). First read DICTIONARY in last chapter to learn iconography

1. ROUND: Each consists of 4 Years below. Players play each Year left to right per Order Track and once all done advance  in .
2. GOODS YEAR: If Year is black in , apply Omen text above it first. Then play all below steps once for all players:
 - 2.1. REARRANGE PLAYER ORDER: Per positions of players Pawns on  & per WAR/PAX status of current Year in :
 - 2.1.1. WAR: Rightmost (Most Righteous) player goes first (left) on Order Track and leftmost (Least Righteous) goes last (right)
 - 2.1.2. PAX: Lowermost (Most Loyal) player goes first (left) on Order Track and topmost (Least Loyal) goes last (right)
 - 2.1.3. Ties are broken by Players Order in force before rearrangement
 - 2.2.  REFRESH: On each  with no  put 1  from Pool of color = its 's color. If none, 's owner puts 1 from any Pool
 - 2.3. LABOR ACQUISITION: In Player Order move 1  /  within the same  to each your  with no  /  on it. Choose 1 below:
 - 2.3.1. KIDNAP  from : If  there, discard it to its owner's REACH. Not allowed in  with  or in Wilderness (light brown )
 - 2.3.2. EMPLOY  from : Pay "must be accepted" \$1 to 's owner (or to Bank if  unowned). If  is yours get \$1 from Bank
 - 2.3.3. If only 1 option of above is possible, then you must do it, otherwise you choose freely between them
 - 2.3.4. If Purple player doesn't play, its  s get  /  s first from:  + , then , then  (use Player Order) & pay \$1 from Bank
 - 2.4. COLONY DIEOFF: Discard each  with no  /  on it to its owner's SWAY along with all its ,  and  (if any)
 - 2.5. GOODS: Find 2  s with any of 2 icons from this Year's GOODS in . Put 1  on each  with  /  but without  there
 - 2.5.1. SLAVE ATTRITION: If  is placed onto  with , discard that  to Pool (don't discard )
 - 2.5.2. EARNINGS: If  is placed onto  with , its owner gets \$1 from Bank
3. AUCTION YEAR: If Year is black in , apply Omen text above it first. In Player Order all players perform 1 option below:
 - 3.1. INITIATE AUCTION: Choose 1 of 4  s decks in  & inform whether you bid for top faceup  in it or face down just under it
 - 3.1.1. Initiator & all players with min. \$1 must bid. You can loan \$s to each other. Put secretly chosen \$s (0 too) & reveal together
 - 3.1.2. Winner adds  to their hand (no hand limit now) & pays bid to Bank (if winner = initiator) or else to initiator. Losers don't pay
 - 3.1.3. In case of ties initiator always wins and if not tied then decides who wins, pays and takes  (can be negotiated for reward)
 - 3.1.4. If top faceup  was auctioned, flip next under it face up, otherwise leave top faceup  visible
 - 3.2. PROFESSIONAL DRAW: Draw #  s = lower value of: your REACH or  from deck of  on  you're currently on
 - 3.3. DEBAUCHERY: Take \$1 + 3 HAVEN  s. If you are on  on , move your Pawn to any Callow space (any 1 of 5 color spaces)
4. PLAY YEAR: If Year is black in , apply Omen text above it first. In Player Order all play in their turn any their MARKET / HAVEN  s
 - 4.1. REARRANGE  s: Any time during PLAY YEAR you may change your lowermost  () to the other from your 
 - 4.2. REVEAL 1 by 1  s from your hand. If it has  ('s top right arrow icon) move your Pawn on  1 space in  direction
 - 4.2.1. If  moves your Pawn to space occupied by other player's Pawn, swap them
 - 4.2.2. If you are on 1 of 4 's dead end spaces (EXTREMIST) and  moves you beyond it, you don't move
 - 4.2.3. If  moves you out of track to MUTINY or MIDLIFE CRISIS space, don't move but apply respectively below:
 - 4.2.3.1. MUTINY: Before Action discard from your SHIP  all your  s with  \neq your  's 
 - 4.2.3.2. MIDLIFE CRISIS: Move your Pawn on  to any empty CALLOW (colored) space, or pay \$1 to stay where you are
 - 4.3. PERFORM # Actions from  s left column = lower value of: your SWAY or . If  raises SWAY, it's in effect as of next 
 - 4.3.1. Freely choose order of  s & order of Actions from each  to play. You may play  only for its  & skip the rest
 - 4.3.2. You can play HAVEN  s only if you stay on CALLOW (colored) space on  
 - 4.3.3. If Action gains MARKET , put it to respective SHIP/PEERAGE  on your Playmat (if < 3  s there), skip its  & Actions
 - 4.3.4. You can use Action with  only if you have space for its  in respective SHIP/PEERAGE  on your Playmat (see below)
 - 4.4. DISCARD OR : If none used Action had , discard . Else add it to your respective SHIP/PEERAGE  (if < 3  s there)
 - 4.4.1. SHIP : Add  to SHIP  on your Playmat, arrange its  s into splay, showing their headers only. Bottom  is your  
 - 4.4.1.1. Add 1 your  to slot with your other  s or to PIRATING if it's your 1st . If added to PIRATING draw 1 HAVEN 
 - 4.4.2. PEERAGE : To play this Action your Pawn on  must be most extreme in direction of 's . Players Order breaks ties
 - 4.4.2.1. Add  to PEERAGE  on your Playmat and move topmost 1  /  from your REACH / SWAY to its icon on this 
 - 4.4.2.2. Organize all  s into splay showing their headers only (order doesn't matter). Gain Ability texted on this 's header
 - 4.5. HAND LIMIT = lower value of: your SWAY or . Sell MARKET  s from hand for \$1 from Bank or shuffle HAVEN  s to their deck
 - 4.5.1. Place sold  s in secret but faceup to the bottom of their respective Market decks. Shuffle HAVEN  s unseen to their deck
 - 4.5.2. At PLAY YEAR end, all must discard  s down to their Hand Limits as above, e.g. if they gained  s in negotiations with others
5. SAIL YEAR: If Year is black in , apply Omen text above it first. In Player Order only [s] owners in EUROPE/PIRATING act:
 - 5.1. CHECK YOUR [s] INITIAL LOCATION (EUROPE / PIRATING) at the start of your turn and apply following:
 - 5.1.1. EUROPE: Move your [s] to PIRATING space, draw 1 HAVEN  and finish your turn
 - 5.1.2. PIRATING: Draw 1 HAVEN  & finish your turn OR move your entire [s] from PIRATING into any  on 
 - 5.2. SAIL: Move freely your [s] from starting  via any number of adjacent  s where you want to: LOAD, UNLOAD,    
 - 5.2.1. [s] don't need to follow CURRENTs (arrows) but must not sail against them and must not cross  s (e.g. Cuba)
 - 5.2.2. Total # of actions per SAIL marked as    below is limited to # of  s in [s] at your turn start. Others are ∞
 - 5.3. LOAD  / : Any empty  may load  / , but must unload it in existing empty  on  before end of SAIL
 - 5.3.1.   ] ENSLAVE: Win    and load  from  (+  ). 1  per empty  allowed
 - 5.3.2. ∞] EMIGRATE: Load your  from any . 1  per empty  allowed
 - 5.4. LOAD  /+  : Depends on 's TYPE. Only 1  + any  s per empty . Must be unloaded in EUROPE or circled Island
 - 5.4.1. ∞] LEGAL EXPORT IN FRIENDLY PORT (your  without ): Any your  may load 1  /+ any  s
 - 5.4.1.1. Purple  is not a FRIENDLY PORT for Purple Player using PLUNDER 
 - 5.4.2.   ] PLUNDER: You must INITIALIZE   , win it and STEAL to load 1  /+ any  s
 - 5.4.3. ∞] SMUGGLER: Load 1  + any  s. Pay "must accept" \$1 per each to  owner (to Bank if  yours or owner not in play)
 - 5.4.4.    / ∞] CONQUISTADOR: Load freely 1  from Purple  (+  s if you're Purple) or else win    and STEAL
 - 5.4.5.    / ∞] PRIVATEER: Load freely 1  from any  when PAX in  or win    and STEAL if WAR in 
 - 5.5. INTERDICTION: Your SAIL may be terminated by Rival's SURRENDER call or    when your [s] starts, enters, exits ∞
 - 5.5.1. Rival with [s] in PIRATING & HAVEN of this in hand shuffles it into its deck and gives choice:
 - 5.5.2. SURRENDER (SEIZE CARGO and move your [s] to PIRATING) or (only 's PLUNDER may sink 's)
 - 5.5.3. INTERDICTION can be negotiated (e.g. to skip for cash or (s) reward to Interdictor)
 - 5.6. UNLOAD / : All / s must be unloaded in empty s on . If after UNLOAD [s] is empty move it to PIRATING
 - 5.6.1. Get fixed \$1 from empty owner you UNLOAD in (or from Bank if owner not In play). Pay \$1 to Bank if it's your

- 5.7. UNLOAD + s: [s] with + s must end up its SAIL in 1 of below spaces and UNLOAD:
- 5.7.1. EUROPE: Unload all + s per your TYPE and get reward as follows:
- 5.7.1.1 PLUNDER / SMUGGLER: Discard all s and get \$4 for each to the Coffers in your Playmat
- 5.7.1.2 CONQUISTADOR/PRIVATEER: Put all s to Coffers on (Pool if none empty). Get \$2 per & may turn by ± 1
- 5.7.1.3 s (Any TYPE): Get \$8 per each or put it to your Coffer (= 1 as VP) or change to 2 s to Coffers on
- 5.7.2. PIRATING: Put all + s to any circled Island. Player who sails there & discards their HAVEN of this island's gets it
6. NEGOTIATE: You can trade \$s, s and face-down s from hand (MARKET / HAVEN) with others any time during PLAY YEAR
- 6.1.1. All promises are binding except those for BATTLE s
7. LAND BATTLE []: May be initiated during SAIL by [s] in its current against 1 Site: [+ / (+ , +) or or
- 7.1. CHOOSE TARGET with respect to restrictions: Target must be single occupied Site that is at least partly in your [s]'s
- 7.1.1. During 1 SAIL you may initiate # of \leq s you have on start of SAIL. You can't attack Sites where your tokens are
- 7.1.2. CHECK YOUR TYPE to confirm whether your [s] is able to initiate against Sites as below:
- 7.1.2.1 [+ (+)]: All [s] TYPES are eligible but there must be empty on where gained Δ can be delivered to
- 7.1.2.2 [+ + +] or or : PLUNDER (all), CONQUISTADOR (all non purple), PRIVATEER (all if WAR in)
- 7.2. ASK FOR TRIBUTE: may ask for any kind of Tribute (e.g. \$, MARKET / HAVEN etc.). If it's paid, is stopped
- 7.3. STRENGTHS: and add 1 to their Strengths per each their token in attacked (, ,) +1 for in attacked Site
- 7.3.1. If token is in attacked Site = +1 for , regardless of its color. Δ anywhere and on s = 0 (they don't participate)
- 7.3.2. Tokens other than , that are not directly involved = +1 for / per their owner's choices through BATTLE s below
- 7.3.3. Tokens belonging to players who are not in game = +1 for
- 7.3.4. in attacked = +1 for if it's not attacked or = +1 to otherwise
- 7.4. ALLIES: Players with tokens in other than , choose 1 option from BATTLE s to support / & reveal together
- 7.4.1. This choice may be negotiated before but is not binding. Staying neutral is not allowed. All colors must engage
- 7.5. WINNER: Count final Strengths including ALLIES after BATTLE s disclosure. The greater Strength wins (if tie: wins)
- 7.6. IF WINS apply following steps:
- 7.6.1. STEAL: Move as much + from to [s] as possible. 1 per empty + any s are allowed
- 7.6.2. SACK: Move to owner's SWAY / REACH: (if no) / OR to Pool: / / from [+] + don't discard Δ / Δ
- 7.6.3. Δ FATE: Discard Δ to its owner's Pool and place TAX unless its owner pays \$1 to (or to Pool if Δ unowned)
- 7.6.4. Δ FATE: can: move Δ to empty: nearest or in this , or (to UNLOAD) or discard + put SLAVE in this
- 7.6.5. goes to in this . If none, then to any (Home Rule: nearest) chosen by owner of: (for SLAVE) / Δ (for TAX)
- 7.6.5.1 If no exists on , flip existing in this to the other side
- 7.7. IF WINS: Discard 1 's from with 's in their SHIP and its Δ / Δ (put SLAVE/TAX / / s
8. SEA BATTLE []: Is initiated by INTERDICTION. is called Pirates, is called Treasure Fleet (even with no +)
- 8.1. LOCATE BATTLE: Place both [s] of and into . Any tokens from next to this do not participate
- 8.2. CHOOSE TACTICS: and secretly choose 1 Tactic and orientate it up from 2-sided BATTLE s & reveal together
- 8.3. RESOLVE BATTLE: Text of 's Tactic referred to Tactic used by explains the results as below. The battle ends up
- 8.3.1. FLEE vs BOARDING: flees and continues its sail with no further effects
- 8.3.2. FLEE vs SEIZE WEATHER GAGE: sink 's and if has more s it SEIZES CARGO
- 8.3.3. SURRENDER vs any Tactic: SEIZE CARGO and if 's TYPE is PLUNDER it may sink any 's
- 8.3.4. TACTIC vs the same TACTIC: [s] with more s sinks rival's . If survived it SEIZES CARGO
- 8.3.5. BOARDING vs WEATHER GAGE: [s] with higher [A..Z] sinks Enemy's . SEIZES CARGO if has \geq s
- 8.4. SEIZE CARGO: loads to its s as much + s from as can. Excess or all (if both [s] sank) are discarded
- 8.4.1. Δ s / Δ s go to general / owner's Pool. Per each puts SLAVE / TAX on any (Home Rule: nearest) on
- 8.4.1.1 TAX can be avoided if Δ 's owner (or Pool if Δ unowned) pays Victor \$1/each
- 8.4.2. If in both cases above no exists on flips over in next to current
- 8.5. DISCARD SUNK SHIPS: Move all sunk s to their owners' Pools and s from SHIP slots respectively
- 8.6. Remove s from SHIP slot on your Playmat to adjust # s = # s survived. Put lowermost 1 as new
- 8.7. BATTLE END: If 1+ 's survived it continues its SAIL until SAIL END / UNLOAD. Otherwise its SAIL YEAR turn ends up
9. HAVEN s ACTIONS: Can be played only if player's Pawn is in CALLOW (colored) space on
- 9.1. PENINSULAR MARRIAGE: Move to empty WEDDING SPACE of any \times on
- 9.2. ROMANCE: Move to any other empty CALLOW (colored) space on
- 9.3. SWORD FIGHT: Swap places with adjacent Pawn (not diagonally) on
10. MARKET s ACTIONS:
- 10.1. APOSTASY: All players with s of both s shown on this must discard all cards with 1 of them chosen by initiator
- 10.2. ARMADA: If < 3 s in your SHIP add to it top from SHIP deck on . Rearrange and . Add to
- 10.3. BIBLE: Move topmost from your REACH to any with Δ on
- 10.4. BLACK MARKET: Sell any number of MARKET / HAVEN s in your hand for \$2 each, even after Depreciation Omen
- 10.5. CASA DE LA CONTRATACION: Move any 1 [s] from EUROPE to PIRATING and its owner draws 1 HAVEN
- 10.6. DISK: Move topmost from your SWAY to empty on or put onto existing
- 10.6.1. Purple player (Spanish) can place their s only to purple s, while all others only to white s
- 10.7. DOVE: If in is in WESTPHALIA, move it PRAGUE. If in PRAGUE and 30-Year War is on, move it to next SAIL YEAR
- 10.8. EXCOMMUNICA: Ask player with < 8 s + s to move its Pawn on to any empty CALLOW space or pay \$1 to Bank
- 10.9. HAVEN: Draw 1 Haven from its deck or if deck's exhausted, unseen from any other player
- 10.10. LETTER OF MARQUE: If < 3 s in your SHIP move to it 1 Rival's PRIVATEER (of their choice) and pay them \$1
- 10.10.1. Remove Rival's token from and add your 1st to PIRATING or to rest of your [s]. Rearrange +
- 10.11. LITERACY: Choose any player's + + Δ on . Put on its and replace its Δ with Δ of 's color
- 10.12. MELTING POT: Change any player's Δ to your color Δ in where you have or
- 10.13. REACH : Move 1 topmost from REACH column on your Playmat and place it on this icon
- 10.14. RELIC: Add 1 to any
- 10.15. SHIP: If < 3 s in your SHIP add this to it and rearrange . Add your 1st to PIRATING or to your other [s]
- 10.16. SLAVE REVOLT: Discard any Δ from any and add SLAVE in this . If it's busy add it to any on

- 10.17. SLAVE TRADE: Add Δ from Pool to \bullet without Δ / Δ
- 10.18. SWAY ♂ : Move 1 topmost \bullet from SWAY column on your Playmat and place it on this icon
- 10.19. TAX: Take \$1 or 1 ♠ from other player (per their choice) and add TAX ♠ anywhere
- 10.20. TAX REVOLT: Discard any your Δ from ♠ and add TAX ♠ in this ♠ . If its busy add it to ♠ on ♠
- 10.21. VODOO – Add new Δ from Pool into any \square without Δ
11. GAME END: Game ends up either when SAIL YEAR with ♂ is over (TOKEN VICTORY) or immediately with EXTREMIST VICTORY
- 11.1. EXTREMIST VICTORY: Winner is a Player whose Pawn is on ♠ 's respective dead end on ♠ and meets its conditions:
- 11.1.1. TEA PARTY VICTORY: 1+ ♂ and # of Tax ♠ s > current ♠
- 11.1.2. ABOLITION VICTORY: 1+ ♂ and there are no Δ s on \bullet s on ♠
- 11.1.3. EL PATRON VICTORY: 3 / 2+ ♂ s in the game for 1-3 / 4+ players
- 11.1.4. SUN KING VICTORY: 1+ ♂ and War Coffers on ♠ contain 9 ♠ s
- 11.2. TOKEN VICTORY: Player with most ♠ , Δ , \bullet in non-Wilderness ♠ s without ♠ wins (tie: most \$s, 1 ♠ = \$8)
12. DICTIONARY:
- 12.1. ♠ MAP | ♠ LAND ZONE | ♠ SEA ZONE: – Main board with MAP (♠) subdivided into LAND (♠) and SEA (♠) ZONES
- 12.1.1. Δ INDIGENOUS (white) | Δ CITIZEN (of players' colors) – Meepels representing folks in various spaces on ♠
- 12.1.2. \square TRIBAL SITE | ♠ BIBLE | ♠ CATHEDRAL – Empty square (\square) on ♠ where ♠ , ♠ are placed
- 12.1.2.1 ♠ placed on \square with Δ creates VISITA. When further ♠ is placed on \square + Δ + ♠ it creates MISSION
- 12.1.3. \circ COLONY SITE | \bullet COLONY | ♠ FORT – Empty circle (\circ) on ♠ where \bullet (+ ♠) are put to set Colonies (+ Forts)
- 12.1.4. ♠ REBEL SITE | ♠ REBEL – Empty hex (♠) on ♠ where hex tokens (♠) are placed to create SLAVE / TAX REBELs
- 12.1.5. ♠ SHIP – Ship Token on ♠ paired up with ♠ in SHIP slot on your Playmat. # ♠ s there must always = # ♠ s on ♠
- 12.1.6. ♠ [s] FLEET – Your single/multiple Ship(s) on ♠ , that always sail together. New ♠ always joins rest in their place
- 12.1.7. ♠ CALENDAR – Time track on ♠ with 13 Rounds subdivided into 4 Years each: GOODS, AUCTION, PLAY, SAIL
- 12.1.8. ♠ PARROT | ♠ DOVE – Bird tokens that mark currently played Year (♠) / the last SAIL YEAR in game (♠)
- 12.1.9. ♠ CHEST | ♠ RELIC – Both compose TREASURE. 1 ♠ may LOAD only 1 ♠ and/or any number of ♠ s
- 12.1.10. ♠ ♠ ♠ LAND BATTLE | ♠ ♠ ♠ SEA BATTLE – Battles on ♠ between ♠ ATTACKER and ♠ DEFENDER
- 12.2. ♠ PHILOSOPHY BOARD with Profession Tracks, Callow Spaces, Marriage Spaces and 4 decks of MARKET ♠ s
- 12.2.1. ♠ MERCANTILISM DICE – It's current face up number limits SWAY or REACH level available on your Playmat
- 12.2.2. ♠ PROFESSION TRACK – Each gray space on ♠ (opposite to 5 colored spaces called CALLOW spaces)
- 12.3. ♠ CARD | ♠ TABLEAU – ♠ on your Playmat has 2 slots: SHIP and PEERAGE, each can hold max 3 MARKET ♠ s
- 12.3.1. ♠ PEERAGE – \bullet or ♠ token placed on identical icon on ROYALTY ♠ in PEERAGE ♠
- 12.3.2. ♠ NUDGE ICON – Top right icon on MARKET ♠ with arrow pointing up, left, right, down
- 12.3.3. [A..Z]: SEAMANSHIP – Letter from A to Z on SHIP ♠ representing class of ♠ in ♠ ♠ . Higher class wins. A is highest
- 12.3.4. ♠ ♠ : FLAGSHIP – Lowermost, fully visible ♠ in SHIP ♠ on each player's Playmat