Age of Empires. The Age of Discovery

1. Setup

Each player chooses a color and places the pieces into "unused supply".
Each player places one colonist on the "0" space in the scoring track.
Each player gets 10 Spanish Dollars.

Initial Starting Order (2nd for expert players only)	1. Each player places one colonist on the "Turn Order" space in random order
	2. Each player (starting with the youngest), bids in turn, clockwise around the table. Each bid must be higher or the player may "pass". The 1st player to pass places a colonist in the last available turn space in the "Turn Order" box. The 2nd player to pass places his colonist in the next lowes available space and so on. The player who places his colonist in the "2" spot pays half of his last bid (rounded up) and also gets a free specialist of his choise if he bid ≥ $8. The player who wins places his colonist in the "1" spot, pays his entire last bid, and discovers the Caribbean region (draws random discovery counter and places one colonist (not a specialist) in the Caribbean.

The player who is 1st gets $0 extra money, the 2nd - $1, the 3rd - $2, and so on.
Each player gets 5 basic colonists.
In each Region (except Caribbean) place 1 random discovery counter face down.
In each Region place 1 trade good identified on the game board face up.
Place the remaining trade goods face down near the game board and mix them.
Randomly draw 4 trade goods and place them face up beside the "Trade Goods" event box on the board. The number on each counter shows how many of each trade good there is in the game.
Place the capital buldings face down in 3 piles (as noted by the icons I, II and III).
Randomly draw 5 Age I capital buildings and place them face up at the top of the board.
Place a Mechant Ship in the "Merchant Shipping" box.
Place a Mechant Ship on the first unused space of the "Colonis Dock". The number of available spaces is equal 2 × Players - 1. The X and Y spaces are left open and are available only to the player that owns the related special capital building.
Place a Mechant Ship in the first space of the "Turn" box.

2. Gameplay

Colonist Placement	Players in turn order place colonists (by one) until all players have none remaining. Players may not save colonists for the next round.			
Resolution	Initiative	Each player receives income equal to the number of slot. May place no more than one colonist.		
	Colonist Dock	Colonists are moved in order to a discovered region in the New World. The 1st player to have 3 of his colonists gets the trade good in that region.		
	Trade Goods	Players in order choose a trade good from the pool of 4.		
	Merchant Shipping	Player wit the highest value in colonists gains a Merchant Ship. Tie braker: the player earliest in the turn order wins.		
	Capital Building	Players in order pay (I - $10, II - $14, III - $20) and chosse Capital Building. Players may choose not to purchase a Capital Building (there is no penalty).		
	Discovery. Players in turn order may send their colonists on an Expedition (Once all regions in the New World have been discovered, the Discovery Card Deck is used)	Announces how many of his colonists will go.		
		Chooses a region that has not yet been discovered.		
		Turns over the discovery counter/card for all to see.	Value of colonists ≥ than the number of Native American	gets free colonist in the newly discovered region gains the Spanish Dollars gains bonus dollars earned from soldiers takes the discovery counter/card
			Value of colonists < than the number of Native American	returns the dicovery counter to the region face down/shuffles the discovery card back into deck
		Returns colonists that were part of discovery of the expedition to supply.		
	Specialist. Players receive the specialist shown in the box. A player who has chosen the training box can pay $5 and pick any one specialist	Captain	Counts as 2 colonists in the "Merchant Shiping" or "Discovery".	
		Merchant	Counts as 2 colonists in the "Merchant Shiping". Generates $5 when arrives in the New World.	
		Missionary	Generates an additional colonist when arrives in the New World.	
		Soldier	Generates income when he is part of successful discovery. May be used to eliminate colonists, when are sent to the New World.	
	Warfare. 1 conflict per unit. Each soldier eliminates one enemy unit. The owner of the soldier may choose which enemy unit is eliminated.	Single Battle ($0)	Player chooses a single region and a single player to fight against in that region.	
		Full-scale War ($10)	Player chooses a single opponent. There are battles in all colonies where both players have at least 1 colonist and at least 1 of these is a soldier.	
Income	Any 3 Trade Goods - $1	Each counter may only be used in one set. Merchant ships act as "wild cards". Only one Merchant Ship can be used per set. On turn 8, players earn VP equal to the amount of gold.		
	3 of the Same Kind - $3			
	4 of the Same Kind - $6			
Capital Building Benefits				
Refresh Capital Buildings	There have to be 5 capital buildings available at the beginning of each turn.			
Refresh Trade Goods	Mix back leftover trade goods.			
	Place 4 randomly selected trade goods.			
Refresh Merchant Ship	Place a new if the box is empty.			
Take Starting Colonists	All players take 5 free colonists.			
New Turn Order	Move the colonists in the "Initiative" box up into the corresponding slots in the "Turn Order" box. Players who did not place a colonist in the "Initative" box have their colonist moved back in the "Turn Order" box behind those who did in the same order from the previous turn relative to each other.			
Victory Point Calculation. At least one player must have ≥ 3 colonists in a colony for that colony to by scored.	End of turn 3.	6 VP receives the player with the most colonists in a colony (2 VP - if there is a 2-way tie, 0 VP - if there is a 3-way tie (no 2nd place VP are awarded))		
	End of turn 6.	2 VP receives the player with the 2nd most colonists in a colony (0 VP - if there is any way tie).		
	End of turn 8.	Discovery counters/cards + Colonies (in the manner described above) + Capital Buildings + Economy (VP equal to the amount of dollars that were generated during Income)		
Advance the Turn Marker				

3. Game End and Winning (Tiebrakers)

The game ends at the end of Turn 8.
The player with the most accumulated VP wins.
1st tiebraker: the player who gained the most VP from New World colonies on turn 8.
2st tiebraker: the player with the most gold.
3st tiebraker: the player with the most trade goods.