Havana

SETUP
Place all cubes in bag
12 buildings in 2 rows of 6
- at least one of the four "end" buildings must be a 1, 2 or 3
4 coins in center of table
3 random cubes in center of table

Each player gets:
- 13 action cards
- 1 coin
- 1 random cube

GAME END/SCORING
Each players' score is the total VP of his buildings
Game ends immediately at 25/20/15 points for 2/3/4 players

Phase "0": Start of Game only
All players choose two cards and place them face down
When all are ready, turn cards face up
Arrange the cards in numerical order (e.g. 27, not 72)
- this number determines turn order

Phase 1: Two Actions and Build
In numerical order, each player takes his actions and purchases buildings
- ties go to lowest VP, then color cubes, then coins, then workers, then gray cubes
A player's two actions may be done in any order
All actions are mandatory except Refreshment and Conservation

After the two actions, purchase any number of buildings
- only a building on either end of either row may be built (always 4 choices)
- pay the building cost (5 coins can be used as a worker, 5 grays as a color)
- spent cubes are removed from game
- coins/workers return to supply
- architect card always remains in play (not spent with use)

Building rows are resupplied when the row is reduced to 2 buildings
- fill the row in the center (the 2 cards become the 2 ends of the row)

After purchasing buildings, the next player takes his turn

Phase 2: Resupply
Add three coins to the center of table
Add three random cubes to the center of table

Phase 3: New Action Card
In numerical order, from hand, place 1 new card onto one of the 2 current cards
When all are ready, discard the covered card and reveal the new card
Arrange the cards in numerical order
If a player's hand is now 2 cards, he picks up his discard pile into his hand