

# Frequently Asked Questions

Compiled from Q & A found at  
www.boardgamegeek.com  
Version 1.0 date 2021-08-19

Created by designer Rolf Sagel & André Spil  
Approved by Clay Ross  
Special thanks to James Holder & Dennis Laumen

**Q.** What is the Tie-breaker?

**A.** If one is to be added to the rules, it will be Coins in your Company Supply, if still a tie, you share victory.

**Q.** Point 2 of the game board setup is a bit confusing. Is it better to change the order of the first two sentences?

**A.** Yes, that is better to read.

*In each of the 5 Trading Houses, place 3 Stock counters that correspond to their matching Trading house. Also, place 1 coin.*

**Q.** Point 4 of game board setup; are players allowed to look at the Arabica counters?

**A.** Yes, players may look into each stack at any time during the game.

*Do not forget to add extra Arabica counters when playing with four or five players.*

**Q.** When building the Hospital do you have to build all Fair Trade Posts and Production Stations?

**A.** No, either only the 3 Fair Trade Posts or the 3 Production Stations.

**Q.** Are you allowed to build the Hospital with contract F even if you have not built all Fair Trade Posts or Stations?

**A.** Yes. You also do not need a Contractor.

**Q.** Are you allowed to place a Civet Cat in Sumatra when you have built all Plantations?

**A.** Yes.

**Q.** Do I need to have a Trader in my Trader & Contractor area in order to receive the Coin from the Trading House when I don't piggyback?

**A.** No.

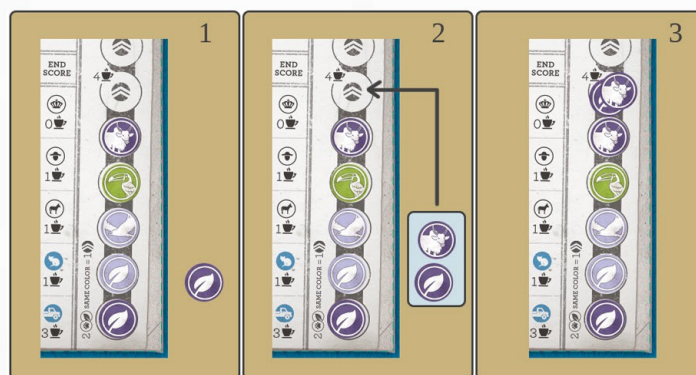
**Q.** Are workers removed from the Plantations during the refresh phase?

**A.** No.

## Counter track

For first-time players, you may want to consider this method for using your Counter Track (from rules on page 11):

Instead of placing matching counters of the same type and color on top of each other, place the new counter next to your player board.



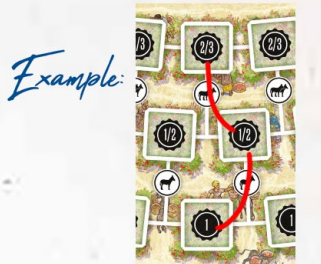
*Example:*

- 1) Blue receives their second purple Arabica counter. They place it next to their player board.
- 2) In a subsequent action, Blue receives their second purple Animal counter.
- 3) Blue places both purple counters on the next available space on the Counter track.

## Placing Plantations

The basic principle for these rules are:

- Each Plantation on the first row supports 1 Plantation on the second and/or on the third row.
- Plantations placed with donkeys are always directly left of right above the Plantation connected to one another (a chain).
- Plantations placed with a Truck may be placed on any of the 3 spaces on the third row.



*A possible Chain*

### Legal placements



Both Plantations on the first row support a Plantation on the second row. The Blue Plantation on the second 2 support 1 Plantation on the third.



Blue Plantation on the first row support one plantation on the second and third row.

### Illegal placements



Green already placed a Donkey above their Plantation on the second row. Blue may not place their Plantation on that spot on the third row.



Both Plantations on the first row support a single Plantation on the second row.



One Plantation on a row can only support one Plantation on a row above (you may not build sideways).



There is no connection between the Plantation on the second and third row.