

# SETUP

Put 1 Royal Favor tile of each character, per player, in the Rubble bag. Put all of the Clergy tiles in the Clergy Tile bag.

## Player Board Setup:

Each player chooses a color and takes the following:

- 1 player board.
- 1 Player Aid book.
- 5 Rubble Set markers (cubes).
- 8 wooden houses.
- 8 Officials (meeples).
- 1 Good tile of each type (gold, books, cloth, tools).
- 10 réis [HRA-ees] (sounds like “race”; please note: singular form is “real” [hree-ALL] — e.g. 1 real, 2 réis).
- 2 Clergy tiles from the Clergy Tile bag at random. Look at them and keep one; return the other to the bag.
- 1 random Royal Favor tile drawn from the bag.
- 1 random Starting Plan (the ones with the dark blue backs). Return the remaining Starting Plans to the box.

(Each of the components above has a proper place, face-up on your player board. See the illustration to the right.)

## And on the Gameboard (see next page)

- 1 Courtier meeple, which goes in one of the Royal Court spaces.



- 1 Wigs marker, which goes on space 5 of the Wigs score track.



## Game Art, the Portuguese Azulejo, and the Wigs

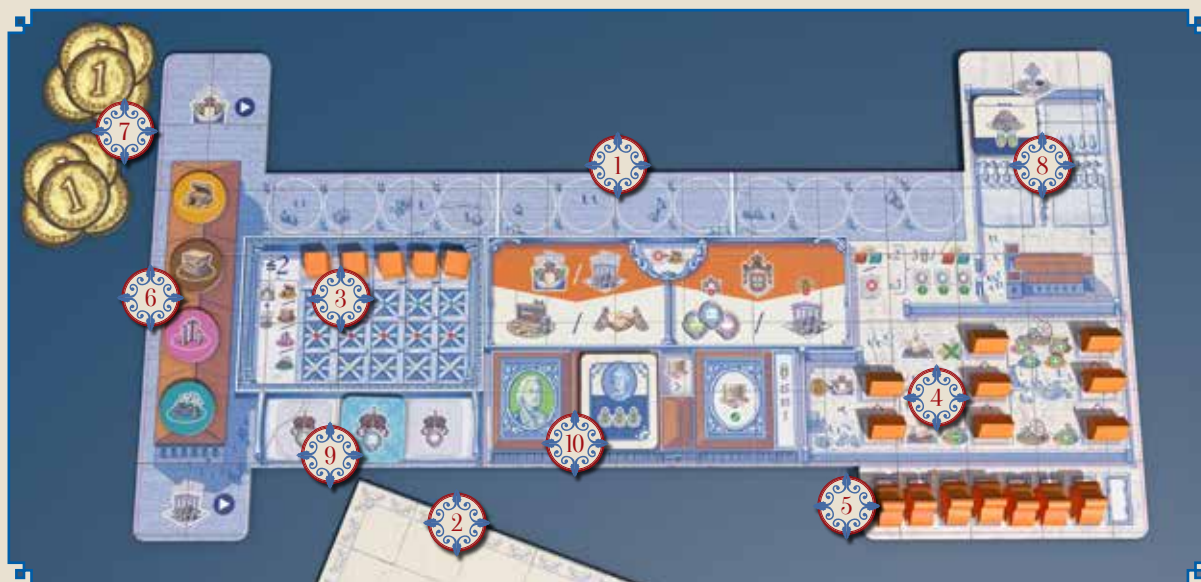
All the art Ian O'Toole created for Lisboa is based on murals of glazed Portuguese tiles, as the art form had evolved by the 17th Century. Even today, you can find these murals not only in many palaces, churches, and Noble houses, but also in middle-class homes. Mass production of these tiles began in the 18th Century, partly due to increased demand in Portugal, but also from large orders that started coming in from the Portuguese colony, Brazil. After the earthquake, they became trendy, and often depicted historical situations, framed by decorative patterns — all of this done predominantly in blue and white.

The Portuguese name for these tiles is Azulejos Portugueses. In this game, the gameboard, player boards, and cards all give homage to this art, which for many people epitomizes the look of Portugal.

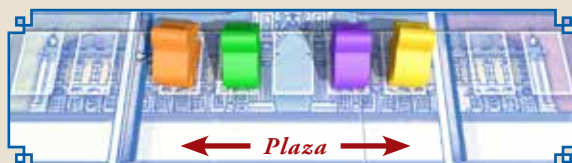
A more ubiquitous trendy commodity from that time was the wig. The following excerpt perfectly explains why wigs were chosen as the “victory points” in this game:

“With wigs being the universal male consumer product of the 1700s, and everyone from shopkeeper to king wearing one, men were spoiled for choice. While a shop boy might only be able to afford one wig, and thus had to choose wisely and for durability, those of the one percent of the population, the Nobleman and the wealthy citizens, could afford to own dozens of wigs. If they considered themselves to be a leader of fashion, were eccentric, or merely had the money to indulge a whim, they could purchase wigs that others could only dream of owning (or not, as the case may be!).”

From ‘The Wig Business was Big Business in 18th Century’ by Lucinda Brant



- Place 1 of your Officials in the office of the Marquis, the middle character (does not matter which space).



**In a 2-player game,** place 1 Official from an unused color in any space of each of the three Nobles' offices. They will remain there all game and count as opponents' meeples.



- The player who visited Lisboa most recently is the starting player, and takes the Starting Player marker. Play goes clockwise from this player.

- 1 Influence disc: Put the first player's Influence disc on space 4 of the Influence Track; the second player's goes on space 5; third player, space 6; fourth player, space 7.





# SETUP (CONT.)

## Board Setup:

### Public Buildings

1. The Public Buildings are blue on one side, green on the other. Flip all 16 Public Buildings blue-side-up, then shuffle them. Split the stack into two stacks of 8, and flip one stack green-side-up. Place each stack just off the board beside the plan space of the same-color architect.
2. Move the top tile of each architect's Public Building stack into the architect's plan space. This way, players can always see both the current and the next Public Building available.



### Plans

3. Separate the Plan tiles into two face-up stacks, based on which architect is depicted: green or blue. Sort each stack by the number of officials depicted, such that the fewest officials are on top, and the most are on bottom. Place each stack on the appropriate space.



### Stores

4. Place the 4 Price markers in the spaces marked with the goods' colors on the market track.



5. Place one City tile on each space (yellow, pink, brown, blue, small blue) on the board to form the City Building display. Leave the remaining tiles in stacks near the display.
6. Shuffle the 4 Scoring tiles depicting wigs, and place a random one in each space at the bottom of the downtown map.
7. In a **2-player game**, cover row E with the 2-player overlay (see *Variants and Add-ons sheet*).

### Church

8. Draw 6 Clergy tiles from the Clergy Tile bag, and place them face-up (wigs-side-down) on the dark spaces of the Church track.
9. Place the Cardinal meeple on the space of the Church track with the Influence symbol (envelope).



### Other Setup

10. Dump the remaining Royal Favor tiles from the Rubble bag, and stack the tiles for each character on the space on that character's portrait.
11. Place the big Treasury marker cube on space 3 of the Treasury track.
12. Place all the goods and all money next to the gameboard to form the general supply and the Royal Treasury.





**Note:** Goods and réis are not limited by the components; simply use a substitute if they run out.



F. Shuffle the Decree deck and place it face-down next to the gameboard.

G. Lay out the top 8 cards of the Decree deck to form a face-up display next to the gameboard.



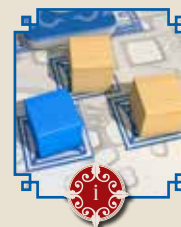
In a **2-player game**, any Decree cards with this symbol on them must be immediately returned to the box when they come out, and replaced with a new card.

## Simulate the Earthquake

The brown cubes represent destruction by the earthquake, the red cubes represent destruction from the 3 days of fires, and the blue cubes represent the destruction from the tsunami.

Place all Rubble cubes in the Rubble bag.

- Place a random Rubble cube from the bag in each space at the bottom of the columns of the Downtown map, and at the right end of the rows (in a **2-player game**, skip row E).
- Place 2 random Rubble cubes in each Public Building Site around the three edges of Downtown (in a **2-player game**, skip row E); these represent neighboring sites.
- Place 6 random Rubble cubes in the *Rubble pile* next to the Rubble values (in a **2-player game**, return the remaining Rubble cubes to the box).



## Card Setup



A. Separate the Political cards into decks by color. Shuffle each deck and set them aside for now.

B. Deal 5 cards to each player from the blue deck (1755–1757) and return the remaining cards to the box.

Experienced players may wish to draft their starting hands. In this case, each player keeps 2 cards and passes 3 to the player on the left. Then, from the 3 cards you just received, keep 1 and pass 2 to the left. Finally, from the 2 cards you just received, keep 1 and pass the last 1 to the left.

C. Distribute all cards from the red deck (1758–1762) face-down in the Event display, separated by type (card back) on their respective spaces; this will make 4 different decks of 5 unique cards each. Then flip the top card of each deck face-up.



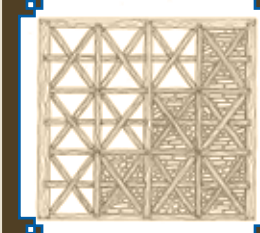
D. There are 3 copies of each Ship card. With 4 players, include 3 of each Ship card; with 3 players, include only 2 of each; with 2 players, only 1 of each. Return any remaining copies of the Ship cards to the box.

E. Stack the blue Ship cards atop the red Ship cards and place the stack face-up in the shipyard. Set the others aside for now. They will be used later in the game.



## Gaiola Pombalina

Downtown buildings were built over the wrecks of the old destroyed buildings. Rubble was one of the most important construction materials in the rebuilding of Lisboa. Masonry walls with an embedded braced timber structure, known as the “Gaiola Pombalina”, were filled with rubble to make the new buildings durable and anti-seismic, while retaining the flame resistance of brick.



To reflect this, collecting sets of rubble will increase your warehouse space and the size of your Portfolio, and also helps set the pace of the game.