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# v2

Oct 2018

Game: **PUERTO RICO**  
Publisher: **Rio Grande Games (2002)**

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Page 3: **Player reference front**  
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Page 5: **Player reference alternate back**  
(Incorporates Andreas Seyfarth's recommended change to Factory and University costs.)

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# Puerto Rico

## SETUP

Place all the **buildings** on their spaces and all the **doubloons** on the **bank** on the game board.

Each player takes their player board and initial money (stored face up on their windrose).

A random player is **first player** and takes the **Governor** card.

All players take their initial **plantation tile** and place it face up on any of their 12 island spaces.

All 8 **quarry tiles** are placed faceup beside the board. The remaining **plantation tiles** are shuffled and placed face down in 5 stacks. 4-6 tiles are taken from the stacks and placed face up next to the quarry tiles.

Place by the game board the **victory point chips**, the **role cards**, 3 **cargo ships**, all the **goods** in 5 piles, the **trading house**, the **colonist ship** and the **colonist markers**, all depending on the number of players.

**Unofficial balancing option:** any player that starts with a corn plantation starts with 1 less doubloon.

### 3 Players

**Initial money:** 2 doubloons.

**Initial plantation tile:** 1st player indigo, 2nd indigo, 3rd corn.

**Victory points pool:** 75 points.

**Colonist pool:** 55 colonists.

**Plantation tiles faceup:** 4 tiles.

**Role cards:** 6 cards (all except both prospectors).

**Cargo ships:** ships with 4, 5 and 6 spaces.

**Colonist ship:** 3 colonists.

### 4 Players

**Initial money:** 3 doubloons.

**Initial plantation tile:** 1st player indigo, 2nd indigo, 3rd and 4th corn.

**Victory points pool:** 100 points.

**Colonist pool:** 75 colonists.

**Plantation tiles faceup:** 5 tiles.

**Role cards:** 7 cards (all except one prospector).

**Cargo ships:** ships with 5, 6 and 7 spaces.

**Colonist ship:** 4 colonists.

### 5 Players

**Initial money:** 4 doubloons.

**Initial plantation tile:** 1st player indigo, 2nd and 3rd indigo, 4th and 5th corn.

**Victory points pool:** all 122 points.

**Colonist pool:** 95 colonists.

**Plantation tiles faceup:** 6 tiles.

**Role cards:** all 8 cards.

**Cargo ships:** ships with 6, 7 and 8 spaces.

**Colonist ship:** 5 colonists.

## THE ROLES

### SETTLER

#### Action

**Take 1 faceup plantation tile** and place it on an *empty* island space.

#### Privilege

**May take a quarry tile (if available) instead of a faceup plantation tile.**

Finally, the settler player puts the untaken plantation tiles faceup on a discard stack and draws new tiles (one more than the number of players) from the facedown stacks. Shuffle discarded tiles to form new stacks if necessary.

Plantations may be moved on island spaces without penalty, but may not be removed.

### MAYOR

#### Action

**Take 1 colonist from the colonist ship**, one at a time clockwise starting with the Mayor until none remain.

You may place your new colonist(s), together with all the colonists you acquired from earlier rounds, on any empty circles on the tiles on your player board. Any colonists that cannot be placed are stored in San Juan. Colonists *must* be placed on empty circles if possible.

When at least 1 colonist is on a tile, it is considered *occupied* and may produce raw materials.

#### Privilege

**Take 1 additional colonist from the colonist supply (if available).**

Finally the Mayor places new colonists on the ship; one for each empty circle on the *buildings* on the player boards of all players (minimum is equal to the number of players).

### BUILDER

#### Action

**Build 1 building** and place it on an empty city space (or 2 spaces for a large building). Pay the cost in doubloons to the bank.

No player may build more than 1 building per round.

Each *occupied* quarry reduces the cost for building by 1 doubloon, subject to the limits shown on the game board (eg buildings in the first column can reduce their cost by a maximum of 1). The cost of a building cannot be reduced below 0 doubloons.

#### Privilege

**Building costs 1 doubloon less to build.**

## CRAFTSMAN

#### Action

**Take goods from the supply according to production ability** and place on windrose.

#### Privilege

After all goods have been taken, **take 1 additional good** of those you can produce (only if you have produced goods).

## TRADER

#### Action

**Sell 1 good to the trading house** for the amount of doubloons from the bank shown. Only *different* kinds of goods may be sold. Trading ends when all players have had one turn to sell or the trading house is full.

#### Privilege

**+1 doubloon from sale.**

Finally the Trader empties the trading house *if it is full* by placing the goods back into the supply piles.

## CAPTAIN

#### Action

**Load goods onto the cargo ships.** Players must load goods, continuing clockwise until all possible goods have been loaded. Players may get several turns, and each turn they must pick 1 kind of good to load.

All goods must be of the same kind inside an individual ship, and each of the 3 ships must carry *different* goods.

If you have several possible kinds to load, choose any kind. Of your chosen good, load the *maximum* amount possible.

If several ships are empty, use any ship that will hold all of your goods (use the largest ship if goods exceed ship capacities).

**Earn 1 VP for each barrel loaded.**

#### Privilege

**+1 VP in total if the player loaded any goods.**

When no more goods can be loaded, if players have leftover goods, each player may store 1 excess good on their windrose. Remaining goods must be stored in warehouses or returned to the supply.

The Captain then unloads all full ships by placing their goods back into the supply piles.

## PROSPECTOR

#### Action

There is no action. The other players do not do anything.

#### Privilege

**Receive 1 doubloon from the bank.**

## BUILDINGS

Each player may build each building only once.

When at least 1 colonist is in a building, it is considered *occupied*.

Buildings may be moved on city spaces without penalty, but may not be removed.

## PRODUCTION BUILDINGS

Production buildings are required, together with the plantations, to produce goods.

The number of circles on the building shows the maximum number of goods the building can produce when the circles have colonists on them.

You must also have sufficient *occupied* plantations of the appropriate good to produce the raw materials.

**Corn does not require a production building** and comes directly from the plantation.

## VIOLET BUILDINGS, SMALL

You are not required to use the special function of an occupied violet building, large or small, if you do not wish to.

### Small Market

**Trader Phase** Receive an extra doubloon when selling a good.

### Hacienda

**Settler Phase** Before taking a faceup plantation tile, take an *additional* tile from a facedown stack.

It must be immediately placed on an empty island space. You cannot ever take a quarry instead of the extra tile.

### Construction Hut

**Settler Phase** Receive a quarry *instead* of a faceup plantation tile. You may only ever take 1 quarry.

### Small Warehouse

**Captain Phase** May store on your windrose, *in addition* to the single good normally allowed, all the goods of 1 kind.

### Hospice

**Settler Phase** When placing a plantation or quarry tile on your island, take 1 colonist from the pool and place it on that tile.

If taking an additional tile for any reason, there is no colonist for the extra tile. You may take the colonist from the ship if there are none in the supply.

### Office

**Trader Phase** A good sold to the trading house need not be different than goods already there.

### Large Market

**Trader Phase** Receive 2 extra doubloons when selling a good. Cumulative with a small market.

### Large Warehouse

**Captain Phase** May store on your windrose, *in addition* to the single good normally allowed, all the goods of 2 kinds. Cumulative with a small warehouse.

### University

**Builder Phase** When you build a building, take 1 colonist from the pool and place it on that tile.

You may take the colonist from the ship if there are none in the supply.

### Factory

**Craftsman Phase** If you produce goods of more than 1 *kind*, earn doubloons from the bank: 1 for 2 kinds, 2 for 3 kinds, 3 for 4 kinds and 5 for all 5 kinds.

### Harbor

**Captain Phase** *Each* time you load goods on a cargo ship, earn 1 extra VP.

### Wharf

**Captain Phase** *Once* per Captain phase, when loading goods, you may place *all goods of any one kind* in the goods supply and score the VPs as though they were loaded normally.

You must load goods on a cargo ship whenever you can on your turn as normal, except when choosing to load on this 'imaginary' ship. The ship has an 11 barrel capacity.

## VIOLET BUILDINGS, LARGE

Large buildings require 2 adjacent city spaces to be built, but count as 1 building.

Additional VP is earned at game end if the large building is occupied.

### Guard Hall

1 VP for each small production building (occupied or unoccupied) and 2 VP for each large production building (occupied or unoccupied).

### Residence

4 VP for up to 9 filled spaces on your island, 5 VP for 10, 6 VP for 11, and 7 VP if all 12 spaces are filled.

### Fortress

1 VP for every 3 colonists on your player board.

### Customs House

1 VP for every 4 VP acquired during the game.

### City Hall

1 VP for each violet building (occupied or unoccupied) in your city, including the city hall.

## GAME ROUND

### 1) CHOOSE A ROLE

The player with the **Governor** card starts a round by taking a role card.

Each role has an **action** and a **privilege**.

The player who chooses the role benefits from the privilege as well as the action, and then all other players in turn may perform the action once.

After all players have performed the action, the next player to the left chooses 1 of the remaining role cards, and so on until all players have taken a role card and all players have taken their actions.

- if a card has doubloons on it the player who takes the card also gets the doubloons.
- a player must always take a role card, but may choose *not* to take the action or privilege himself
- all actions are *optional* (except the *Captain*)

### 2) RESET THE ROLES

Place 1 doubloon on each of the 3 role cards not chosen this round and then return all role cards.

The player to the left of the Governor takes the Governor card and becomes Governor for the next round.

## VICTORY POINTS

Players keep their VP chips facedown on their windrose. You may convert 5 of your value 1 chips for a single value 5 chip at any time.

Your VP total is kept secret from the other players.

## GAME END

The game ends *at the end* of the round when one of the following happens:

- at the end of the Mayor phase there are not enough colonists to fill the colonist ship.
- during the Builder phase when a player builds on their 12th city space.
- during the Captain phase when the last of the victory point chips is used.

### Victory points are scored:

Each player adds together:

- the value of their VP chips,
- the VP value of their buildings (occupied or empty),
- the extra VPs of their *occupied* large buildings.

The player with the most VPs is the winner.

If there is a tie the player with the most doubloons and goods (1 good = 1 doubloon) is the winner.

# Puerto Rico

## Settler

**Action** Take 1 faceup plantation tile and place on an island space.

**Privilege** May take 1 quarry tile instead.

Finally put untaken plantation tiles faceup on a discard stack and draw new tiles (# players +1) from the facedown stacks.

## Mayor

**Action** Take 1 colonist from the colonist ship, one at a time clockwise until none remain.

Place new colonist(s), along with those in San Juan, on any empty circles on the tiles on your board. Only colonists left over are stored in San Juan. When at least 1 colonist is on a tile, it is considered *occupied*.

**Privilege** Take 1 additional colonist from the colonist supply.

Finally place new colonists on the ship; 1 for each empty circle on the buildings on the player boards of all players (minimum is equal to the number of players).

## Builder

**Action** Build 1 building only and place on a city space. Pay cost in doubloons to the bank.

Each *occupied* quarry reduces the cost by 1 doubloon, subject to limits shown on the board.

**Privilege** Building costs 1 doubloon less to build.

## Craftsman

**Action** Take goods from the supply according to production ability and place on windrose.

**Privilege** After all goods have been taken, take 1 additional good of those you have produced.

## Trader

**Action** Sell 1 good to the trading house for the amount of doubloons from the bank shown.

Only *different* kinds of goods may be sold.

Trading ends when all players have had 1 turn to sell or the house is full.

**Privilege** +1 doubloon from sale.

Finally empty the trading house *if it is full*.

## Captain

**Action** Load goods on the cargo ships. Players must load goods, continuing clockwise until all possible goods have been loaded. Players may get several turns, and each turn they must pick 1 kind of good to load.

All goods must be of the same kind inside an individual ship, and each of the 3 ships must carry *different* goods. If you have several possible kinds to load, choose any kind. Of your chosen good, load the *maximum* amount possible. If several ships are empty, use any ship that will hold all of your goods (use the largest ship if goods exceed ship capacities).

Earn 1 VP for each barrel loaded.

**Privilege** +1 VP in total if the player loaded any goods.

When no more goods can be loaded, if players have leftover goods, each player may store 1 excess good on their windrose. Remaining goods must be stored in warehouses or returned to the supply.

Finally unload all full ships by placing their goods back into the supply piles.

## Prospector

**Action** There is no action for any player.

**Privilege** Receive 1 doubloon from the bank.

# Buildings

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Each player may build each building only once. When at least 1 colonist is in a building, it is considered *occupied*. Buildings can be moved without penalty, but may not be removed.

## Production buildings

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Production buildings are required, together with the plantations, to produce **goods**. The number of **circles** is the maximum number of goods the building can produce when the circles have **colonists** on them. Player must also have sufficient *occupied* plantations of the appropriate good to produce the raw materials.

**Corn does not require a production building** and comes directly from the plantation.

## Violet buildings, small

---

You are not required to use the special function of an occupied violet building if you do not wish to.

- |                    |   |
|--------------------|---|
| 1 Small Market     | <b>Trader Phase</b> +1 doubloon when selling a good.  |
| 2 Hacienda         | <b>Settler Phase</b> Before taking a faceup plantation tile, take an <i>additional</i> tile from a facedown stack. It must be immediately placed.<br>You cannot ever take a quarry instead of the extra tile.   |
| 2 Construction Hut | <b>Settler Phase</b> Receive a quarry <i>instead</i> of a faceup plantation tile.<br>You may only ever take 1 quarry.   |
| 3 Small Warehouse  | <b>Captain Phase</b> May store on your windrose, <i>in addition</i> to the single good normally allowed, all the goods of 1 kind.   |
| 4 Hospice          | <b>Settler Phase</b> When placing a plantation or quarry tile on your island, take 1 colonist from the pool and place it on that tile.<br>Take the colonist from the ship if there are none in the supply.  |
| 5 Office           | <b>Trader Phase</b> A good sold to the trading house need not be different than goods already there.  |
| 5 Large Market     | <b>Trader Phase</b> +2 extra doubloons when selling a good.<br>Cumulative with a small market.  |
| 6 Large Warehouse  | <b>Captain Phase</b> May store on your windrose, <i>in addition</i> to the single good normally allowed, all the goods of 2 kinds.<br>Cumulative with a small warehouse.  |
| 7 Factory          | <b>Craftsman Phase</b> If you produce goods of more than 1 <i>kind</i> , earn doubloons from the bank: 1 for 2 kinds, 2 for 3 kinds, 3 for 4 kinds and 5 for all 5 kinds.   |
| 8 University       | <b>Builder Phase</b> When you build a building, take 1 colonist from the pool and place it on that tile.<br>You may take the colonist from the ship if there are none in the supply.  |
| 8 Harbor           | <b>Captain Phase</b> <i>Each</i> time you load goods on a cargo ship, +1 VP.  |
| 9 Wharf            | <b>Captain Phase</b> <i>Once</i> per Captain phase, when loading goods, you may place <i>all goods of any one kind</i> in the goods supply and score the VPs as though they were loaded normally. You must load goods on a cargo ship whenever you can on your turn as normal, except when choosing to load on this 'imaginary' ship. The ship has an 11 barrel capacity. |

## Violet buildings, large

---

Require 2 adjacent city spaces to be built, but count as 1 building. Additional VP is earned at game end if the large building is occupied.

- |                  |  |
|------------------|--|
| 10 Customs house | 1 VP for every 4 VP acquired during the game.  |
| 10 City hall     | 1 VP for each violet building (occupied or not) in your city, <i>incl.</i> the city hall.                      |
| 10 Guild hall    | 1 VP for each small production building and 2 VP for each large production building (occupied or not).         |
| 10 Fortress      | 1 VP for every 3 colonists on your player board.   |
| 10 Residence     | 4 VP for up to 9 filled spaces on your island, 5 VP for 10, 6 VP for 11, and 7 VP if all 12 spaces are filled. |

# Buildings

Each player may build each building only once. When at least 1 colonist is in a building, it is considered *occupied*. Buildings can be moved without penalty, but may not be removed.

## Production buildings

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