

Another boardgame player aid by

# Universal Head

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at [www.headlesshollow.com](http://www.headlesshollow.com)

**Universal Head • Design That Works • [www.universalhead.com](http://www.universalhead.com)**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: <b>SAN JUAN</b> Pub: <b>Rio Grande Games (2004)</b>	<b>v1</b> Jan 2005
Page 1: <b>Rules summary</b> front Page 2: <b>Reference sheet</b> back	
For best results, print on card, laminate and trim to size.	

# San Juan

## Setup

- 1 The 5 **Role Tiles** are laid out face up in the centre of the table.
- 2 The 5 **Trade House Tiles** are shuffled and stacked face down beside the role tiles.
- 3 **Each player places an Indigo Plant** from the card deck face up in front of them.
- 4 Shuffle the deck and **deal 4 cards to each player**. The remaining cards are set face down in the centre of the table as the draw pile. *Discards must be placed face down.*
- 6 A randomly determined starting player takes the **Governor Tile**.

Cards are used as *money* when building, as *goods* when producing or trading, and occasionally as *Victory Point* counters.

## Turn Overview

### 1) Choose a Role

Starting with the Governor, each player chooses a role. 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 perform the action, the next player chooses a role.

- the choosing player always goes first.
- a role must be chosen, but a player may refrain from taking the action.
- each role may only be chosen once per round.

**In a 2-player game**, the Governor chooses a second role and plays again as above.

### 2) The Round Ends

After each player has chosen a role, and every player has had the chance to perform every action, the round ends.

- place all used roles back in the centre of the table.
- pass the Governor card to the left. The new Governor reminds *Chapel* owners to store cards if they wish. He also checks all players' hand count and all players discard to their hand limit (7, except for *Tower* owners who can have 12).
- another round is begun, beginning with the new Governor.

## Game End

**The game ends at the end of a Building phase in which any player builds a 12th building.** The remaining round is not completed.

**Victory Points** are added up on the score pad, counting:

- the building points (on the bottom of the building cards).
- the number of cards under a *Chapel*.
- the Victory Points from the *Triumphal Arch*, *Guild Hall*, *City Hall*, and finally the *Palace*.

**The player with the most Victory Points is the winner.** A tie is won by the player with the most cards in his hand and goods.

## Roles

Some buildings enhance these actions and privileges.

### Councillor

#### Action

**Draw 2 cards** from the draw pile. Keep 1, discard 1.

#### Privilege

**Draw 3 additional cards** (ie, draw 5 cards from the draw pile, keep 1, discard 4).

### Builder

#### Action

**Build 1 building.** Place a building card from your hand in front of you, and pay (discard) the number of cards equal to the construction cost on the top corner of the card.

Throughout the game, you may build as many Production buildings as you wish, but only *one* of each Violet building.

#### Privilege

**Reduce cost of building by 1 card**, to a minimum of 0.

### Producer

#### Action

**Produce 1 good.** Place a card from the draw pile face down on to one of your empty production buildings. This building is now full.

If a player doesn't have an empty production building, no goods are produced.

#### Privilege

**Produce a second good** on another production building.

### Trader

The trader flips the top tile of the **Trade House Tile** stack. After trading, this tile moved face down to the bottom of the stack.

#### Action

**Trade 1 good.** Discard the goods card on a full production building and draw to your hand the number of cards indicated on the Trade House Tile corresponding to this good.

#### Privilege

**Trade a second good.**

### Prospector

#### Action

There is no action for this role.

#### Privilege

**Draw 1 card to your hand.**

# San Juan

Production Buildings	Count	Cost	VPs	Produces / Stores
Indigo Plant	10	1	1	Indigo
Sugar Mill	8	2	1	Sugar
Tobacco Storage	8	3	2	Tobacco
Coffee Roaster	8	4	2	Coffee
Silver Smelter	8	5	3	Silver

Violet Buildings	Count	Cost	VPs	Benefit
Smithy	3	1	1	<b>When Building a Production building:</b> pay 1 less card (minimum 0).
Gold Mine	3	1	1	<b>When anyone selects the Prospector role:</b> place 4 cards from the draw pile face up in front of you. If all show different production costs, select 1 of the 4 and place it into your hand and discard the others. If any costs match, discard all 4.
Archive	3	1	1	<b>During the Councillor phase:</b> place the draw cards into your hand and discard the usual number of cards of your choice <i>from your entire hand</i> .
Poor House	3	2	1	<b>After Building:</b> if you have 0 or 1 cards in your hand, draw 1.
Black Market	3	2	1	<b>When Building:</b> 1 or 2 produced goods may be used toward building costs.
Trading Post	3	2	1	<b>During a Trade phase:</b> trade an additional good.
Market Stand	3	2	1	<b>During a Trade phase:</b> if you trade two or more goods, draw a card.
Well	3	2	1	<b>During a Producer phase:</b> if you produce two or more goods, draw a card.
Crane	3	2	1	<b>When building:</b> you may place a new building on top of an old one (except a Crane). This new building cost is reduced by the building cost of the old building (minimum 0). The old building no longer exists. Goods on a Production building are discarded. A covered Chapel's VPs remain and are scored later.
Chapel	3	3	2	<b>At the start of a round:</b> before hand limit is checked, you may place a card under the Chapel. Cards under the Chapel score 1 VP each at game end.
Tower	3	3	2	<b>At the start of a round:</b> your hand limit is now 12.
Aqueduct	3	3	2	<b>During a Producer phase:</b> produce an additional good.
Carpenter	3	3	2	<b>After Building a Violet building:</b> draw a card. (This does not apply to building the Carpenter building.)
Prefecture	3	3	2	<b>During the Councillor phase:</b> keep 2 cards instead of 1.
Market Hall	3	4	2	<b>When Trading one or more goods:</b> draw an extra card.
Quarry	3	4	2	<b>When Building a violet building:</b> pay 1 less card (minimum 0).
Library	3	5	3	<b>The role privilege is doubled.</b> <i>Councillor:</i> draw 8 cards, <i>Builder:</i> pay 2 less, <i>Producer:</i> produce 3 goods, <i>Trader:</i> trade 3 goods, <i>Prospector:</i> draw 2 cards. In a 2 player game, the Governor may use the Library only once per round.
Statue	3	3	3	Counts as a <i>monument</i> .
Victory Column	3	4	4	Counts as a <i>monument</i> .
Hero	3	5	5	Counts as a <i>monument</i> .
Guild Hall	2	6	varies	<b>End of Game:</b> receive 2 VPs for each Production building.
City Hall	2	6	varies	<b>End of Game:</b> receive 1 VP for each Violet building (including the City Hall).
Triumphal Arch	2	6	varies	<b>End of Game:</b> if 1 <i>monument</i> is owned, receive 4 VPs, if 2, receive 6, if 3, receive 8.
Palace	2	6	varies	<b>End of Game:</b> after all other VPs are determined: receive 1 additional VP for each 4 VPs scored.

## Notes

In all cases, the benefits of privileges and/or multiple buildings are cumulative. eg. Builders Privilege and Quarry; Archive and Prefecture; Trading Post, Market Stand, and Market Hall etc.

When the draw pile is exhausted, re-shuffle the discard pile and continue.

Goods cards always remain face down when producing or trading.