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Puerto Rico

Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings? You have but one goal: achieve the greatest prosperity and highest respect! This is shown by the player who earns the most victory points?

Goal

The game is played over several rounds. In each round, each player chooses one of seven different roles and, thereby, offers *all* players, in clockwise order, the action associated with that role.

So, for example, with the settler, players can place new plantations, on which, with the help of the craftsman, players can produce goods. Players can then sell these goods to the trading house with the trader or, with the captain, ship them to the old world. With the money earned from such sales, the players. with the builder, may build buildings in the city, and so on.

The player who best manages the changing roles with their associated actions and special privileges, will achieve the greatest prosperity and the highest respect and, thereby, win the game.

The winner is the player who earns the most victory points.

Contents

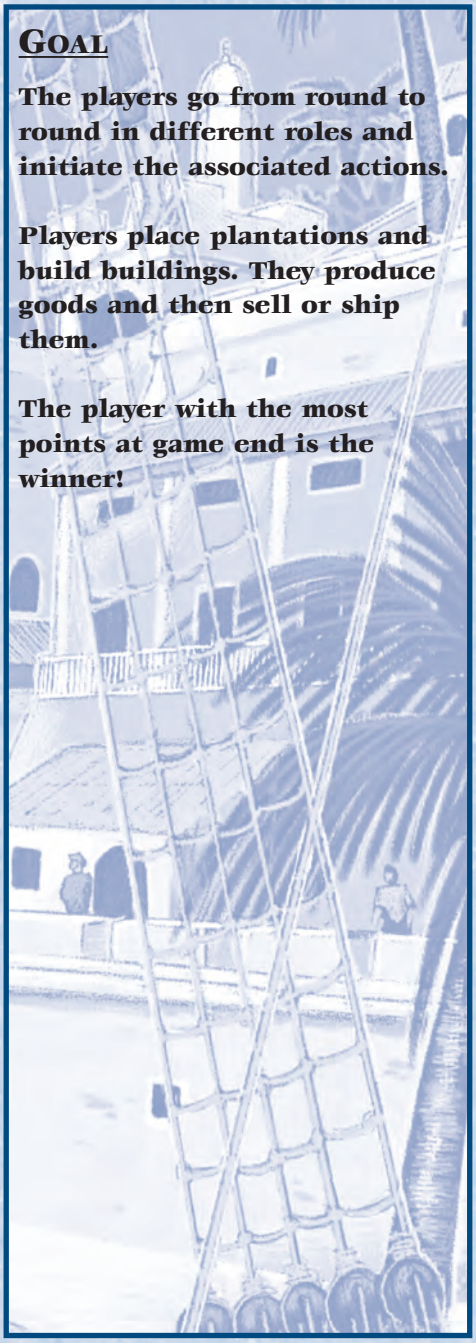
5 player boards	each has 12 island spaces and 12 city spaces as well as a summary of the 7 roles
1 governor card	indicates the starting player of the round
8 role cards	one each of settler, mayor, builder, craftsman, trader, and captain; and 2 prospectors
1 game board	for the various buildings and the money
49 buildings	5 large violet buildings (2 spaces), 2 each of 12 small violet buildings, and 20 non-violet production buildings
54 doubloons	46 @ 1 and 8 @ 5
58 island tiles	8 quarry tiles and 50 plantation tiles: 8 coffee, 9 tobacco, 10 corn, 11 sugar, and 12 indigo
1 colonist ship	for the colonists
100 colonists	brown round wooden markers
1 trading house	for selling goods
50 goods	9 of coffee (dk brown) and tobacco (lt brown), 10 of corn (yellow), 11 of sugar (white) and indigo (blue) wooden barrels
5 cargo ships	for sending goods to the old world
50 VP chips	hexagonal chips: 32 @ 1 and 18 @ 5

Goal

The players go from round to round in different roles and initiate the associated actions.

Players place plantations and build buildings. They produce goods and then sell or ship them.

The player with the most points at game end is the winner!



The text in the sidebars both summarizes the rules and offers information about specific special circumstances which may occur. We recommend you read through the main rules before reading the information in the sidebars.

Preparation

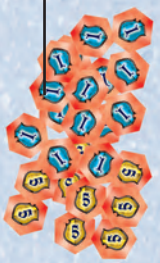
Place **the game board** in the middle of the table. Place **all the buildings** on their assigned spaces on the game board (see below).
Sort **the doubloons** by value and place them on the bank on the game board (see below).

Each player takes:

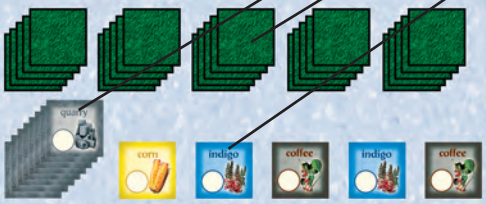
- **1 player board** (placed before him on the table)
- **money:**
  - with 3 players: 2 doubloons - with 4 players: 3 doubloons - with 5 players: 4 doubloons
  The players store their doubloons on the windrose on their player boards, so that all players can see how much money each player has.
- **1 plantation tile.** First, the players choose a starting player using any method they choose. This player takes the **governor card** and a blue *indigo* tile (which he places face-up on *any* of the 12 spaces on his island). The other players take the following in clockwise order:
  - with 3 players: 2nd player: indigo / 3rd player: corn
  - with 4 players: 2nd player: indigo / 3rd and 4th players: corn
  - with 5 players: 2nd and 3rd players: indigo / 4th and 5th players: corn

Place **the remaining material** as shown in the below illustration:
(note: the illustration below is for a 4 player game)

- **the victory point chips** (in 2 separate piles):
  - with 3 players: 75 points
  - with 4 players: 100 points
  - with 5 players: all 122 points



- **all 8 quarry tiles** (face-up)
- **all remaining plantation tiles** (*well* shuffled in 5 face-down stacks)
- **4, 5, or 6 plantation tiles** (one more than the number of players) are taken from the face-down stacks and placed face-up next to the quarry tile stack.











- **the role cards**
  - with 3 players: all cards except both prospectors (= 6 cards)
  - with 4 players: all cards except one prospector (= 7 cards)
  - with 5 players: all 8 cards









- **three cargo ships**
  - with 3 players: the ships with 4, 5, and 6 cargo spaces
  - with 4 players: the ships with 5, 6, and 7 cargo spaces
  - with 5 players: the ships with 6, 7, and 8 cargo spaces
- **all goods** (in 5 separate piles)
- **the trading house**
- **the colonist ship** with 3, 4 or 5 colonists, depending on the number of players
- **the brown colonist markers** (as supply pile)
  - with 3 players: 55 colonists
  - with 4 players: 75 colonists
  - with 5 players: 95 colonists



Place unused material back in the box.

Playing the game

The game is played over several rounds (about 15). Each round is played in the same way. The player with the governor card begins. He takes one of the role cards, places it face-up next to his player board, and takes the action allowed by the role card. Then, his left neighbor takes the action allowed by that role card, and so on around the table, in clockwise order, until *every* player has taken this action *once*.
Next, the left neighbor of the governor takes his turn: he takes one of the *remaining* role cards, places it face-up next to his player board, and takes the action allowed by the role card. Then, *his* left neighbor takes the action allowed by that role card, and so on around the table, in clockwise order, until *every* player has taken this action *once*. Then, his left neighbor takes a role card, and so on until all players have taken a role card and all players taken the actions allowed by the role cards taken.
Next, place one doubloon on each of the three role cards that were not taken by a player during the round. Then, place the used role cards back on the table next to the unused cards. The left neighbor of the player with the governor card takes the governor card, becoming the governor for the next round. He begins the round and the game continues as before.

THE ROLES
Each role grants the player who takes the card a special privilege, and also, a specific action that can be taken by *each* player, in clockwise order, starting with the player who took the role *(exception: prospector)*.

Basic rules for all role cards:
- If a card has one or more doubloons on it, the player who takes the card gets the doubloons in addition to the privilege and action associated with the card.
- The action associated with a role card is *always* taken first by the player who took the card, followed by the others in clockwise order.
- A player must *always* take a role card when it is his turn to do so, but he may choose not to use the action or privilege of the card he choses. The other players, of course, get their turns at the action of the card.
- The action of a role card is optional *(exception: captain)*. A player may choose not to or be unable to use the action on his turn.
- A role card remains in front of the player who took it until the end of the round. It may not be taken by another player in the round.

THE SETTLER (settler phase ➜ place a new plantation on the island)
The player who chooses this role may take *either* a quarry tile as his privilege *or* one of the face-up plantation tiles and place it on *any* empty island space on *his* player board. Afterwards, each other player, in clockwise order, may take *one* of the face-up *plantation* tiles (not a quarry tile! - *exception: construction hut*) and place it on *any* empty island space on *his* player board.
Finally, the settler player puts the untaken plantation tiles face-up on a plantation discard stack and draws new plantation cards from the face-down stacks, placing them face-up next to the quarry stack. He draws *one more* than the number of players.

Notes:
- *Remember the special functions of the hacienda, construction hut, and hospice.*
- *If there are not enough plantation tiles left in the face-down stacks, the player first draws and places those. He shuffles the discarded plantation tiles face-down, creates a new face down stack, and fills the face-up row. If there are insufficient tiles to refill the face-up row, players in following rounds may have to do without.*
- *Where a player places quarry and plantation tiles on his island plays no role in the game. The tiles may not be removed from the island.*

Playing the game

The governor begins and chooses a role card; all players take the associated action, in clockwise order.

The next player chooses a role card and all players take the associated action as before.

At the end of the round, place 1 doubloon on the unused role cards.

The governor card goes to the next player in clockwise order, and the game continues.

THE ROLES
- **every player is allowed to take the action associated with the role *(exception: prospector)***
- **the privilege associated with the role may only be used by the player taking the role card**



action:
each player takes and places a plantation tile
privilege:
the settler may take and place a quarry, *instead*

at the end of the settler phase: new plantation tiles are drawn

- If a player has filled all 12 island spaces on his player board, he may not place plantation or quarry tiles in future settler phases.
- If there are no more quarry tiles in the quarry tile stack, the settler may not use his privilege and the owners of a construction hut may not use that special function.

THE MAYOR (mayor phase ➜ arrival of new colonists)
The tiles (plantation, quarry, or building) have 1 to 3 circles. A player *may* place *one* colonist on each circle on the tiles on his player board. If there is at least one colonist on a tile, it is considered occupied. Only occupied tiles may use their functions; unoccupied tiles *never* function!

The player who chooses this role may first take one colonist from the *colonist supply* (*not* from the colonist ship!) as his privilege. Next, the players take the colonists from the colonist ship *one* at a time, starting with the mayor. The players continue to take one colonist at a time, in clockwise order, until none remain on the colonist ship.

A player may place his new colonist(s), *together* with *all* the colonists he acquired from earlier rounds, on *any empty* circles on the tiles on his player board. Thus, a player may move a colonist placed on a circle or San Juan in an earlier round. If a player cannot place all his colonists, he may "store" them on the small city of San Juan on his player board. The colonists remain there until a later mayor phase when they may be placed on empty circles on the player's tiles.



As his last duty, the mayor puts new colonists on the colonist ship to be used in the next mayor phase. For each empty circle on the *buildings* on the player boards of *all* players (empty circles on plantations and quarries do *not* count!), the mayor takes one colonist from the colonist supply and places it on the colonist ship. However, as a minimum, the mayor should always place at least as many colonists on the ship as there are players in the game.

Notes:
- Usually, all players place/move their colonists at the same time. If, however, the players feel that their placement decisions may depend on other's placements, the players should place their colonists is the following order: first, the mayor and, then, the others in clockwise order from the mayor.
- If a mayor forgets (players may remind him) to place new colonists on the colonist ship, players later place the minimum (number of players) on the colonist ship.
- When the colonist supply runs out, the mayor may not use his privilege and, of course, he does not refill the colonist ship.
- No player may choose to place colonists in San Juan if he has empty circles available on his player board. All empty circles must be filled, if possible. Colonists may not be placed on the circles other than in the mayor phase.

THE BUILDER (builder phase ➜ build buildings)
The player who chooses this role, can immediately build *one* building for one doubloon less than the normal cost as his privilege. He pays the money to the bank, takes the building from the supply, and places it on *any* empty space in the city on his player board. When placing a large building, the player needs two adjacent empty spaces. Then, the other players, in clockwise order from the builder, may, in the same way, each builds one building (at normal cost).



Note: *No player may build more than one building per round.*

Further information on the individual buildings is at the end of the rules.



action:
each player takes and places colonists
privilege:
the mayor may take one additional colonist



example for 4 players
1 → mayor
2 → 2nd player
3 → 3rd player
4 → 4th player
5 → mayor
6 → 2nd player

The mayor takes 3 colonists, the second player 2, and players 3 and 4 take 1 each.

Each player may place *all* his colonists on new empty circles.

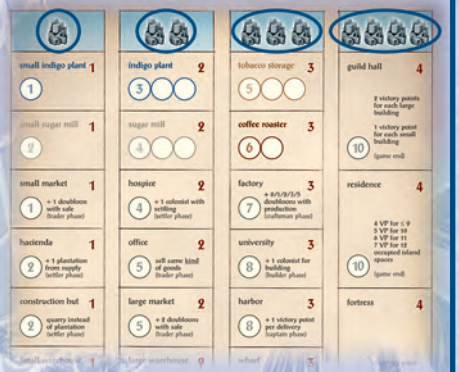
At the end of the phase, the mayor places new colonists on the colonist ship.



action:
each player may build a building
privilege:
the builder pays one less doubloon

Quarry
Each *occupied* quarry that a player owns may reduce the player's cost for building a building by 1 doubloon. The limit for such reductions is shown on the game board: players building buildings in the first column can reduce their cost by at most 1 doubloon (1 occupied quarry), in the second column by at most 2 doubloons (2 occupied quarries), in the third column by at most 3 doubloons (3 occupied quarries), and in the fourth column by at most 4 doubloons (4 occupied quarries). The mayor's privilege reduction is in addition to the quarry reduction, but the cost of a building may not be reduced below 0 doubloons. A player with 3 occupied quarries pays the following costs: construction hut: 1 doubloon; office: 3 doubloons; harbor: 5 doubloons; city hall: 7 doubloons.

Notes:
- *Remember the special function of the university.*
- *If the builder does not build a building, he does not take 1 doubloon for his privilege!*
- *It is not possible to build on more than 12 city spaces. A player who has no empty city spaces may not build more buildings.*



The building cost can be reduced with occupied quarries.

THE CRAFTSMAN (craftsman phase ➔ production of goods)
The player who chooses this role, takes goods from the supply according to his production ability and places them on the windrose on his player board. Thus, the windrose contains a player's money and goods. Next, the other players take goods from the supply according to their abilities, in clockwise order from the craftsman.
See more details on production abilities under "The production buildings".

As his *last* duty, the craftsman takes *one* additional good (of those he can produce) from the supply as his privilege.

Notes:
- *Remember the special function of the factory.*
- *If the kind of goods a player produces is exhausted in the supply, he goes without.*
- *If the craftsman does not produce goods, he does not get an extra good (privilege).*



action:
all players take goods from the supply
privilege:
the craftsman takes an additional good

Note: The craftsman is the riskiest role in the game. Players must watch carefully that they do not help their opponents more than themselves by taking this role!

THE TRADER (trader phase ➔ selling goods)
The player who chooses this role, *may* immediately sell *one* good to the trading house. He takes from the bank the price associated with the good he sold (0 - 4 doubloons) *plus* 1 doubloon as his privilege. Then, in clockwise order from the trader, each other player *may* sell *one* good to the trading house for the price shown as long as there is room for it in the trading house. The trader phase ends when all players have had one turn to sell or when the trading house is full.





action:
each player may, at most, sell 1 good to the trading house
privilege:
the trader earns 1 extra doubloon when he sells

When selling, use the following rules:
- The trading house has room for just four goods. When it is full, no other players may sell goods in this trading phase.
- The trading house buys only *different* kinds of goods (*exception: office*).

The trading house buys only different goods *(exception: office!)*.

As his last duty, the trader empties the trading house if it is full with *four* goods, placing them in their separate supply piles. If there are fewer than four goods in the trading house, they remain there. *It will be more difficult to sell goods in the next trader phase, because of the kinds of goods already there and the fewer number of spaces available.*

At the end of the phase, the trader empties the trading house if it is full.

Notes:
- *Remember the special functions of the small and large markets and the office.*
- *If the trader does not sell, he does not collect the extra doubloon (privilege).*
- *A player may sell corn to the trading house even though he earns no money for doing so.*

THE CAPTAIN (captain phase ➔ shipping of goods)

The captain is in charge of shipping goods to the old world. This means that the captain is the first to load goods on the cargo ships. Then, the other players follow, in clockwise order from the captain.

Note: in the captain phase, each player may get several turns to load goods on the cargo ships. When it is a player's turn to load goods on a cargo ship, he must load if he can. However, a player may load goods of only one kind on a turn.

The captain phase continues, clockwise around the table, as long as at least one player has goods he can load.

Loading/shipping rules

When shipping, players must follow these rules:

- Each cargo ship will carry goods of only *one* kind.
- Players may not load goods on a cargo ship if goods of that same kind are on one of the other two cargo ships.
- Players may not load goods on a full ship.
- On a player's turn, he *must* load goods if he can. However, he may only load *one* kind of goods.
- When a player loads goods of a kind, he *must* load as many of that kind as he can. A player cannot hold back goods when there is space on a ship carrying the kind of goods he has. If a player has a kind of goods that can be loaded on several empty ships, he must choose the ship where he can load the most goods, leaving none behind, if possible.
- If a player has several kinds of goods that he can load, he may choose *freely*, which goods to load. *He need not choose the goods that would allow him to load the most barrels.*

Victory points

For *each* good (each barrel, not each kind of good) a player loads, he earns one victory point (1 VP) in the form of value 1 victory point chips. *When loading goods onto the cargo ships, all kinds of goods have the same value: 1 VP per barrel loaded! The goods values used in the trader phase are not used here.* When loading his first kind of goods, the captain takes as his privilege *one* extra victory point. He does not get extra VPs for each kind he loads.

A player keeps his victory points, unlike his money and goods, secret from the others. A player puts his victory point chips face-down on his windrose. From time to time, players should convert 5 value 1 chips for a single value 5 chip.

Goods storage

When no more goods can be loaded on the cargo ships, the players must store the goods left on their windroses. Each player may store *one* good (*one barrel*) on his windrose. For all other remaining goods, each player must find room in one of his warehouses (small or large). If a player does not have sufficient warehouse space, he must place all extra goods back in the goods supplies *(see more information under "small warehouse")*.

As his last duty, the captain unloads all *full* ships by placing those goods back in their separate supply piles. Partially full and empty ships remain as they are until the next captain phase. *It will be more difficult to load goods in the next captain phase, because of the kinds of goods already on the cargo ships and the fewer number of spaces available.*

Notes:

- *Remember the special functions of the small and large warehouses, the harbor, and the wharf.*



action:
the players *must* load goods on the cargo ships
privilege:
the captain earns 1 extra victory point

Each cargo ship can carry only goods of one kind, but not goods like any other cargo ship.

When no players can load any more goods, the captain phase ends and the captain empties all full cargo ships.

Goods storage!
Each player may store only *one* good *(exception: warehouses!)*

example for the captain phase (with 4 players):

***Anna** is captain and starts the loading. She has 2 corn and 6 sugar. The 5 space ship and the 7 space ship are empty, and there are 3 corn on the 6 space ship. Anna must load either her 2 corn or 6 sugar. She chooses the sugar and loads her 6 sugar barrels on the 7 space ship (she may not choose the 5 space ship as she could not load all 6 sugar). She earns 7 VPs (6 + 1 for the captain privilege).*

***Bob** is next. He has 2 sugar and 3 tobacco. He chooses sugar and loads 1 barrel on the 7 space ship, filling it (he cannot load his other sugar as there is no room). He could, instead, choose to load his 3 tobacco on the empty 5 space ship, but hopes to sell tobacco to the trading house later. He earns 1 VP.*

***Chris** is next. She has 2 corn and 1 tobacco. She chooses tobacco and loads 1 tobacco on the empty 5 space ship. She earns 1 VP.*

***David** is next. He has 1 corn and 5 indigo. He must load the corn on the 6 space ship as he has no place for his indigo. He earns 1 VP.*

***Anna** now has another turn. She must now load her 2 corn on the 6 space ship. She earns 2 more VP.*

***Bob** has now no choice but to load his 3 tobacco on the 5 space ship. He earns 3 more VP.*

***Chris** and **David** have goods left, but no place to load them. **Anna** and **Bob** have no goods left. Thus, the loading ends.*

- If a player cannot store all his extra goods, he may choose which goods to store and which to return to the goods supply.
- The captain earns only <u>one</u> extra VP as his privilege, regardless of how many kinds of goods he loads. If he loads no goods, he does <u>not</u> get the extra privilege VP.
- Players only check for goods storage at the end of the captain phase. Players store goods acquired in other phases on the windroses without limit until the next captain phase.

<u>THE PROSPECTORS</u>
The player who chooses this role initiates *no* action, but receives as his privilege 1 doubloon from the bank.

A new round...
After the last player in the round takes a role and all players complete the action, if any, of the role, the round ends. Now, the governor takes three doubloons from the bank, placing *one* each on the three role cards that were *not* selected during the round. The doubloons are placed regardless of the number of doubloons already on the cards. Role cards with more doubloons will be more attractive to the players as they get the doubloons in *<u>addition</u>* to the privilege of the card. *For example, a player choosing a prospector card with 2 doubloons will get, in total, 3 doubloons for his effort.* Finally, the players return the role cards they selected to the area next to the game board and the governor gives the governor card to his left neighbor. The new governor begins the next round by selecting a role card, and so the game continues.

Game end

The game ends *<u>at the end</u>* of the round, in which at least one of the following conditions is satisfied:
- at the end of the mayor phase there are not enough colonists to fill the colonist ship as required;
- during the builder phase, at least one player builds on his 12th city space;
- during the captain phase, the last of the victory point chips is used. *When the victory point chips are exhausted, players earning victory points thereafter should track them with pencil and paper.*

The victory points of the players are now scored with pencil and paper. Each player adds:
- the value of his VP chips (including those noted on pencil and paper) +
- the VP value of his buildings *(red-brown number in upper left)* +
- the extra VPs of his occupied large buildings

<u>Note:</u> a building scores its victory points even when it is not occupied. Thus, for example, the five large buildings score 4 VP each when they are not occupied.

The five large buildings score the *extra* victory points only when they are occupied!

The player with the most victory points is the winner! If two or more players tie with the most VPs, the player with the most doubloons and goods together (1 good = 1 doubloon) is the winner.

*Next, **Chris**, and **David** must store the goods they have left. As they both have more than 1, they will have to place the extras in storage or lose them. Finally, **Anna** unloads the two full ships: the 6 space ship and the 7 space ship. The 4 tobacco remain on the 5 space ship.*



<u>action:</u>
none!
<u>privilege:</u>
the prospector takes 1 doubloon from the bank

<u>end of the round:</u>
Place 1 doubloon on each of the three unused role cards.

Return all used role cards.

Give the governor card to the next player in clockwise order, who starts the next round...

<u>GAME END</u>

The game ends, when
- there are not enough colonists to fill the colonist ship
- at least one player has built on his 12 city spaces
- the victory point chips are exhausted

Each player adds:

- his VP chips +
- the VP of his buildings +
- the extra VP of his large buildings *(when occupied!)*

The player with the most victory points is the winner.

The Buildings

For *all* buildings:
- Each player may build each building only *once*.
- When at least one colonist is in the building, it is considered *occupied*. Only occupied buildings have any value *(exception: victory points)*.
- Where a building is placed in the city has no bearing on the game. A building is placed on an empty city space. A large building requires two adjacent empty city spaces. A building may be *moved* within the city to make room for a large building. However, as with the plantation and quarry tiles on the island, a player may not *remove* a building from his city *(to, for example, make room for another building or prolong the game)*.
- The red-brown number in the upper right corner of each building indicates how many victory points the building is worth (occupied or unoccupied) at the end of the game.
- The number in the first circle is the cost to build the building. Once built, the building cost has no further role in the game.

The production buildings (blue, white, light and dark brown)
The production buildings are required, together with the plantations, for the production of certain goods:
- In the indigo processing plants, the indigo plants are processed to produce indigo dye (blue goods barrels).
- In the sugar mills, the sugar canes are processed into sugar (white goods barrels).
- In the tobacco storage, the tobacco leaves are shredded into tobacco (light brown barrels).
- In the coffee roasters, the coffee beans are roasted into coffee (dark brown barrels).
- *Note: there is no production facility needed for the corn. Corn (yellow barrels) come directly from the plantation without any need for processing. That means that, in the craftsman phase, occupied corn plantations produce corn (yellow barrels) directly.*

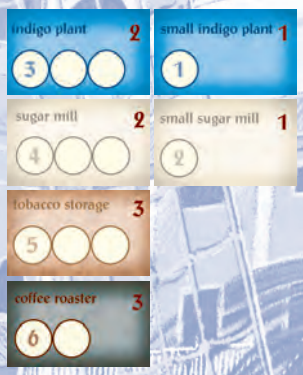
The number of circles on the production buildings indicates the maximum number of goods the building can produce when the circles have colonists on them. Of course, the player must also have *sufficient* occupied plantations of the appropriate kind to produce the raw materials needed to produce the goods in the production buildings.

THE BUILDINGS

A player may build only one of each building.

Only *occupied* buildings have any value.

The production buildings



For corn, there is no production building!

The circles on the production buildings indicate the maximum number of goods the building can produce.



example
The player produces the following goods:

1 **2 corn barrels**
(as the 3rd corn plantation is not occupied)

2 **1 tobacco barrel**
(as the 2nd circle in the tobacco storage has no colonist)

3 **3 sugar barrels**
(as the 4th sugar plantation is not occupied)

Notes:
- *The raw materials used in production do not exist in this game. In the example on page 8, the players get only the end products of their production. The unused colonists (such as the colonist on the second tobacco plantation and the fourth colonist in the sugar mills) produce nothing!*
- *As described under the craftsman, when a player produces a good and the supply for that good is empty, the player gets nothing.*

The violet buildings

There are 17 different violet buildings: two each of the 12 small buildings and one each of the 5 large buildings.
The special functions of the violet buildings tend to allow players to break the normal game rules. *So, for example, the owner of an occupied office may sell a kind of goods to the trading house that is already there.*
A player is not required to use the special function of an occupied violet building if he does not want to *(important with the wharf, see below)*.

Small market

When the owner of an occupied small market sells a good in the trader phase, he gets an extra doubloon from the bank for it.
Example: Anna sells a corn and receives 1 doubloon.

Hacienda

On his turn in the settler phase, the owner of an occupied hacienda may, *before* he takes a face-up plantation tile, take an *additional* tile from the face-down stack (the top-most) and place it on an empty space on his island. He may then take his normal turn in the phase.
Note:if a player chooses to take a face-down tile, he must immediately place it on an empty space on his island. He may not discard it. If the player also owns an occupied construction hut, he may not take a quarry instead of the face-down tile. Thus, if the settler owns a hacienda, he may only take one quarry.

Construction hut

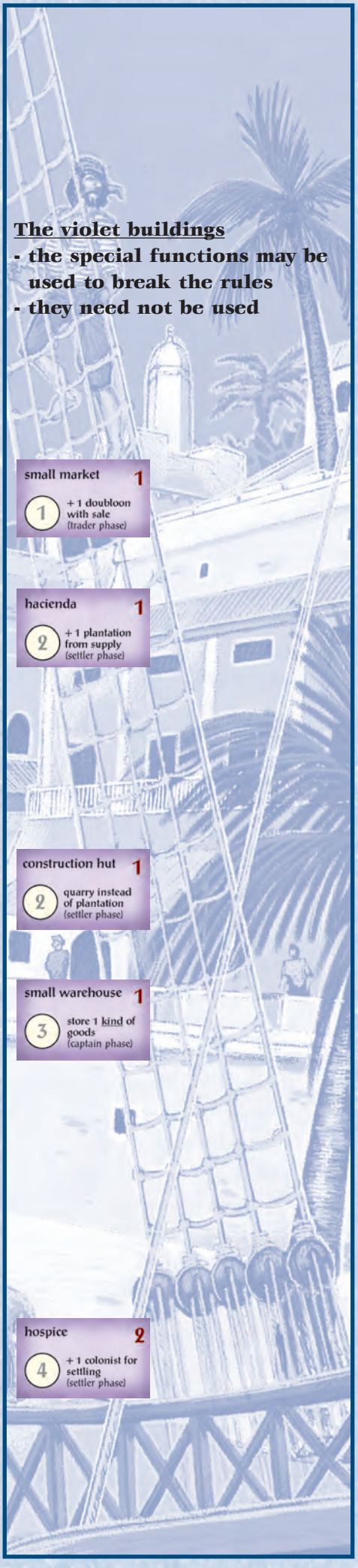
In the settler phase, the owner of an occupied construction hut, can place a quarry on his island *instead* of one of the face-up plantation tiles.
Note: if the settler owns a construction hut, he may only take one quarry.

Small warehouse

As described under the captain, players must store their unloaded goods at the end of the captain phase. If a player does not have sufficient storage space, he must return the goods to the goods supplies.
The owner of an occupied small warehouse may store, at the end of the captain phase, in *addition* to the single goods barrel he is allowed to store on his windrose, all the barrels of one kind of goods that he chooses. The warehouse protects the player from returning goods to the supply. It does not protect the player from being required to load the goods onto the cargo ships.
Note: the goods chosen are not actually stored on the small warehouse tile, but on the player's windrose.

Hospice

During the settler phase, when the owner of an occupied hospice places a plantation or quarry tile on his island, he may take a colonist from the *colonist supply* and place it on *this* tile.
Note: if the player also owns an occupied hacienda and chooses to take the additional face-down or quarry tile, he does not get a colonist for the extra tile. If there are no more colonists in the colonist supply, he may take one from the colonist ship. If there are also none there, he goes without.



Office

When the owner of an occupied office sells a good to the trading house in the trader phase, it need not be different than the goods already there. If the trading house is full, the player cannot sell a good there!

Example: the trading house already has a barrel of tobacco. Bob owns an occupied office and, on his turn, sells a tobacco to the trading house. Chris owns the other office. On her turn it is occupied, so she too can sell a tobacco to the trading house.

Large market

When the owner of an occupied large market sells a good in the trader phase, he gets an extra 2 doubloons from the bank for it.

Note: if a player owns both a small and large market, he takes an extra 3 doubloons when he sells a good to the trading house.

Large warehouse

The owner of an occupied large warehouse may store, at the end of the captain phase, in *addition* to the single goods barrel he is allowed to store on his windrose, all the barrels of *two* kinds of goods that he chooses.

Note: if a player owns both a small and large warehouse, he may store all the barrels of 3 kinds of goods that he chooses.

Factory

If the owner of an occupied factory produces goods of more than one *kind* in the craftsman phase, he earns money from the bank: for two *kinds* of goods, he earns 1 doubloon, for three *kinds* of goods, he earns 2 doubloons, for four *kinds* of goods, he earns 3 doubloons, and for all five *kinds* of goods, he earns 5 doubloons. The number of barrels produced plays no role.

Example: David owns an occupied factory, 3 occupied corn plantations, 3 occupied sugar plantations, 1 occupied tobacco plantation, and the associated production buildings with the necessary number of colonists. He produces only 2 sugar barrels and 1 tobacco barrel as there is no corn and only 2 sugar barrels in the supply. He earns 1 doubloon from the bank for producing 2 kinds of goods.

University

During the builder phase, when the owner of an occupied university builds a building in his city, he may take a colonist from the *colonist supply* and place it on *this* tile.

Note: if he builds a production building with more than one circle, he gets only one colonist. If there are no more colonists in the colonist supply, he may take one from the colonist ship. If there are also none there, he goes without.

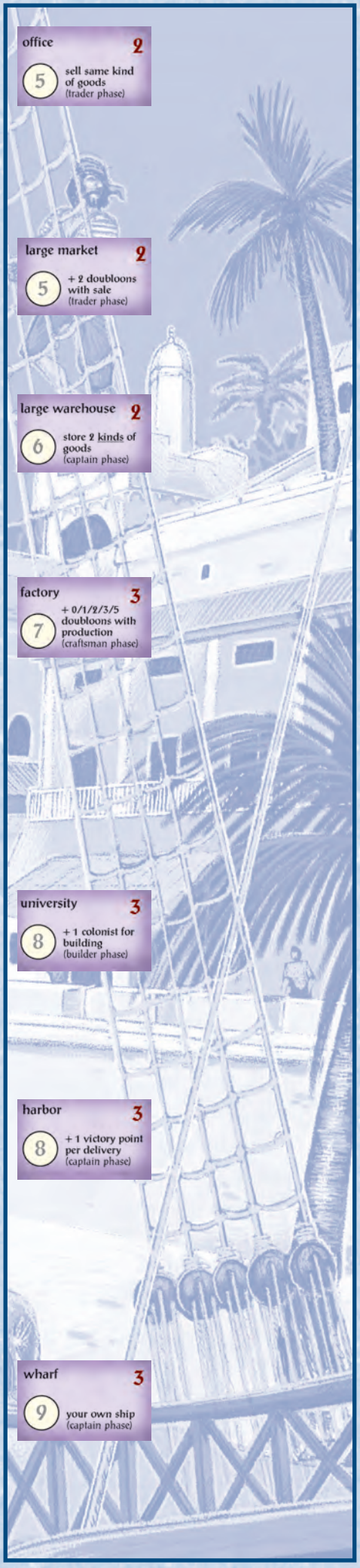
Harbor

Each time, during the captain phase, the owner of an occupied harbor loads goods on a cargo ship, he earns *one* extra victory point.

Example: the owner of an occupied harbor (and an occupied wharf) can only load 3 of his 5 tobacco on the "tobacco ship" as those 3 fill it up: he earns 3 + 1 VP. In his next loading turn, he loads both his 2 sugar on the "sugar ship": he earns 2 + 1 VP. In his next loading turn, he uses his wharf to put his remaining 2 tobacco in the supply: he earns 2 + 1 VP. Thus, in this captain phase he has earned an additional 3 VP with the use of his harbor (and 2 VP extra with his wharf).

Wharf

During the captain phase, when a player with an occupied wharf must load goods, *instead* of loading them on a cargo ship, he may place *all* goods of *one* kind in the goods supply and score the appropriate victory points as though he had loaded them on a cargo ship. *It is as though the player has an imaginary ship with unlimited capacity at his disposal.*



The player must load goods on a cargo ship whenever he can on his turn during the captain phase, except when he chooses to use his wharf and "load" them on his imaginary ship.
The wharf can only be used *once* per captain phase by its owner, but he may choose when to use it, if at all. This imaginary ship can take any one good, but it may be of a kind on one of the three cargo ships or the other imaginary wharf ship.
Note: when a player uses his wharf, he must load all the goods barrels of the kind he chooses that he has. He is not required, however, to choose the good he has the most of.
An imaginary wharf ship has the capacity for 11 barrels.

The large buildings
The following five large buildings occur just once each in the game. Each needs two adjacent city spaces to be built, but it counts as one building.
Note: when, in these rules, "large building" is mentioned, it is the following five buildings that are described!

Guild hall
The owner of the *occupied* guild hall earns, at game end, an additional 1 VP for each *small* production building (occupied or unoccupied) in his city (= small indigo plant and small sugar mill), and an additional 2 VP for each *large* production building (occupied or unoccupied) in his city (= indigo plant, sugar mill, tobacco storage, and coffee roaster).
Example: at game end, the owner of the occupied guild hall also has a small and large sugar mill, a small indigo plant, and a coffee roaster in his city: he earns an additional 6 VP.

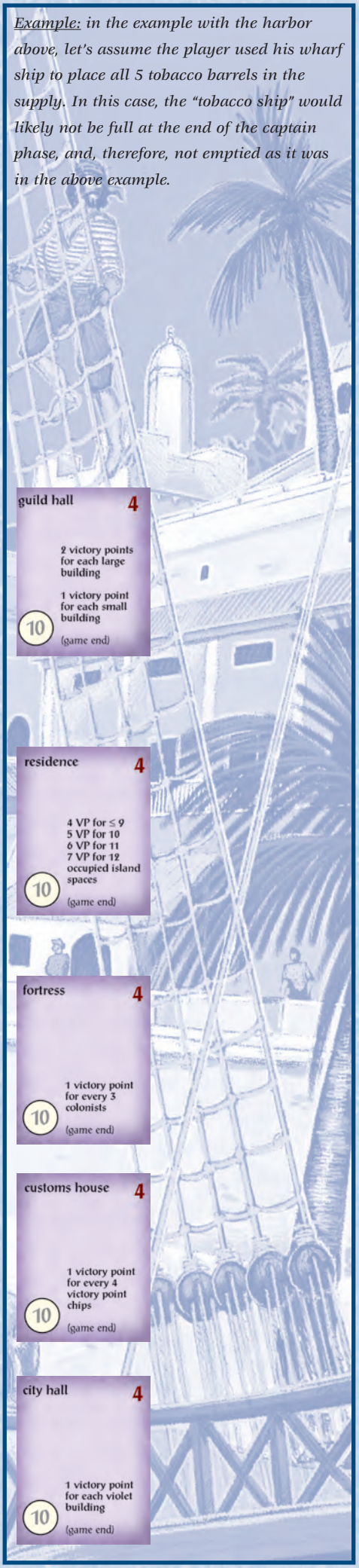
Residence
The owner of the *occupied* residence earns, at game end, additional victory points for the plantations and quarries he has placed on his island. For up to nine filled island spaces, he earns 4 VP, for ten filled island spaces, he earns 5 VP, for eleven filled island spaces, he earns 6 VP, and for all twelve spaces filled, he earns 7 VP.
Example: at game end, the owner of the occupied residence has filled 10 of his 12 island spaces with plantations and quarries: he earns an additional 5 VP.

Fortress
The owner of the *occupied* fortress earns, at game end, one additional victory point for every three colonists on his player board.
Example: at game end, the owner of the occupied fortress has a total of 20 colonists on his plantations, quarries, buildings, and in San Juan: he earns an additional 6 VP.

Customs house
The owner of the *occupied* customs house earns, at game end, one additional victory point for every four victory points he acquired during the game. The player should count only his victory point chips (and any extra victory points recorded on paper after the chip supply was exhausted, but before game end). He does not use victory points earned for his buildings at game end.
Example: at game end, the owner of the occupied customs house has accumulated 23 victory points in VP chips: he earns an additional 5 VP.

City hall
The owner of the *occupied* city hall earns, at game end, one additional victory point for each *violet* building (occupied or unoccupied) in his city *(city hall counts!)*.
Example: at game end, the owner of the occupied city hall also has: hacienda, harbor, office, construction hut, large warehouse, and residence: he earns an additional 7 VP.

Example: in the example with the harbor above, let's assume the player used his wharf ship to place all 5 tobacco barrels in the supply. In this case, the "tobacco ship" would likely not be full at the end of the captain phase, and, therefore, not emptied as it was in the above example.





We recommend that players keep this page available during the game so they have easy access to the information on the buildings. This is especially useful to those players who are seated so that the game board is up-side-down from them.

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