ANDREAS SEYFARTH

San Juan

Prospector or governor - councilor or builder?
Which roles will you play in the new world?
You have only one goal: acquire the most wealth and fame!
Who will own the most fruitful production facilities?
Who will build the most important buildings?
Who earns the most victory points...is the winner!

The author and publisher thank Richard Borg and Tom Lehmann for their suggestions. Also, we thank all test players for their help and comments.

OVERVIEW

The game is played over several rounds. In each round, each player chooses one of five different roles and *all* players take the corresponding action in clockwise order.
So, for example, goods are produced by the producer and can then be sold to the trading house by the trader.
With the money earned from such sales, players can build buildings in San Juan with the builder.
The player who makes the best role choices and makes the best use of his privileges and the role choices of his opponents will achieve the greatest success and will win the game.

From round to round, the players choose different roles and take the corresponding actions in order to build the most valuable buildings.

At the end of the game, the winner is the player who has the most victory points.

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

The special feature of SAN JUAN is that each card can be used in several ways: as money in a player's hand, as a building when placed face up in a player's play area, and as a good when placed face down on a production building.



CONTENTS

110 cards (42 production and 68 violet buildings)
1 governor placard (indicates the starting player)
5 role placards (builder, producer, trader, councillor, and prospector)
5 trading house tiles (with different goods' prices)
1 scoring pad & 1 pencil (to record victory points)

These rules are organized in in two parts: the main body of the rules and the rule summary, which is located at the edge of the pages. We recommend that you first read through the main body of the rules. The main body also contains sections in italics, which cover examples and special situations that may arise in the game. After you are comfortable with the rules, you can use the rule summary to remind you of game play without reading the entire rules.

PREPARATION

- The players select a **starting player** using any method they want. He takes the **governor** placard.
- Place the **5 role placards** next to each other in the middle of the table.
- Shuffle the **5 trading house tiles** *face down* and place them in a stack face down next to the trader placard.
- **Each player takes**
  - **one Indigo plant** card (sorted out from all the cards), and places it face up in his play area (the area before him on the table) as his first building.
  - **4 face down cards** from the card supply (after shuffling it), and takes them in his hand, keeping them secret from the other players.



- Place **the remaining cards** as a face down card supply next to the role cards. Opposite them will be the discard stack.
- Place **the scoring pad and pencil** to the side during the game. They will be used at game end to record players' victory points (VP).

place the role placards, trading house tiles, and card supply in the middle of the table



card supply stack

discard stack

each player takes one indigo plant card and 4 cards for his starting hand

PLAYING THE GAME

The game is played over several rounds (usually between 11 and 14 rounds). Each round runs as described below. The governor (the starting player) begins. He takes one of the role placards from the middle of the table, places it face up in his play area, and takes the action associated with this role. Next, his left neighbor takes the action associated with the role, and so on, clockwise around the table, until *each* player has taken the action *once*.

governor begins and selects a role; then all players take the associated action

Now, the left neighbor of the governor takes his turn. He selects one of the remaining role placards from the middle of the table, places it face up in his play area, and takes the action associated with the role. Next his left neighbor takes the action associated with this role, and so on, clockwise around the table, until *each* player has taken the action *once*.

then the next player selects a role, all players take the associated action, and so on

When all players have selected a role and the players have taken the actions associated with those roles, the round ends. The players return the used role placards to the middle of the table and the left neighbor of the governor takes the governor placard, becoming the new starting player. The new round begins with the new governor selecting a role placard, and so on as before.

at the end of a round, the governer's left neighbor takes the governor placard and begins the new round

Note: when playing with just 2 players, the governor selects a second role (with both players taking the associated action) after his opponent has selected a role and both have taken the associated actions. Then the round ends and the governor changes. Thus, with two, 3 of the 5 roles are chosen: governor - opponent - governor.

playing with 2 players: governor chooses a second role after his opponent

The roles

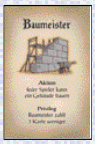
Each role has an associated action (phase) for *all* players, taken in clockwise order, and a special privilege *only* for the player who selected the role *(exception: prospector)*.

Basically:

- The player selecting the role is the first to take the associated action. The other players follow in clockwise order *(for speed, some actions may be taken simultaneously)*.
- A player *must* select a role on his turn. He may, however, choose to refrain from taking the associated action. The other players may then take the associated action or refrain from it as each chooses.
- A role placard, once chosen, remains in the choosing player's play area until the end of the round. No other player may select this role in this round.

Builder (builder phase ➔ all build a building)

The player, who chose this role (i.e. the builder), *may* build any *one* building by placing the card representing the building from his hand face up in his play area, where it remains for the remainder of the game. Then he must pay the building cost (shown on the card in the upper left and right corners) by discarding cards from his hand equal in number (not value) to the building cost *(see right)*. The special builder privilege allows the builder player to reduce the building cost by 1 card, but not below 0 *(see example below)*. Next, the other players, in clockwise order, *may* each build *one* building as above, but without the privilege.



A player may build *any number* of the same kind of production building, but only *one* of each *violet* building!

Note:

- *The special functions of several buildings may allow a player to alter these building rules if he has the building in his play area when he builds. These include the smithy, the crane, the poor house, the black market, the carpenter, the quarry, and the library.*
- *A player may not reduce his building cost below 0, such that he takes cards instead of discarding them.*
  Example: Ken is the builder (-1 from building cost) and has the smithy (-1 from production building cost) and library (double privilege = another -1 from building cost) in his play area. He chooses to build a sugar mill (normal cost is 2) and pays nothing. He would normally get a reduction of 3, but he only gets a reduction of 2 as he cannot reduce the building cost below 0!

See complete details on all buildings and their functions below under "The buildings".

Each role

- **offers each player one action**
  (exception: prospector)
- **gives a special privilege to the player who chose the role**

Builder phase:
each player may build *one* building;
the builder pays 1 card less

During play, the players discard cards face down to the discard stack. Because both the card supply and the discard stack are face down, players should separate the discard stack from the card supply by the set of role placards as shown in the figure on page 2.

When the card supply is exhausted, shuffle the discard stack and place it face down as the new card supply.



Producer (producer phase ➜ all produce goods)
The player, who chose this role (i.e. the producer), begins the goods production. He takes one card from the card supply and places it face down, *without looking at the face up side,* on *any one* of his *empty* (i.e. where *no* card already lies) production buildings *(see figure at right)*. He then may use his privilege to place one other card from the card supply on *any one* of his *other* empty production buildings, as above.
Next, each other player, in clockwise order, places one card from the card supply on *any one* of his empty production buildings, as above. If a player has no empty production buildings, he produces *no* goods in this round.
Such cards represent produced goods that may later be sold in the trader phase. Players place the cards face down so they overlap the production buildings (*see figure at right*).

Note: at *no time* in the game may a player have more than 1 "goods" card at a time on a production building.

Note:
- The special functions of several buildings may allow a player to alter these production rules if he has the building in his play area when he produces. These include the well, the aquaduct, and the library.
*- The players **may** choose to take their actions simultaneously as there is no need for the actions to be in clockwise order.*

Producer phase:
each player may produce *one* good; the trader may produce two



(the player has 1 sugar good and 1 tobacco good)



Trader (trader phase ➜ all sell goods)
The player, who chose this role (i.e. the trader), turns over the top-most face down trading house tile. This determines the price the players get when selling their goods. Then he announces which of his goods he will sell. He can sell one good (card) as his basic action and other one other good as his privilege.
He takes the named goods (cards) from the corresponding production buildings and places them face down on the discard stack *without looking at the face up sides*. Then he draws cards from the card supply equal to the prices of the goods he sold and adds them *to his hand (see example on the following page)*.
Next, each other player, in clockwise order, may sell *any one* of his goods for the price shown on the face up trading house tile, as above.
As his last action, the trader places the face up trading house tile face down under the stack of trading house tiles. Thus, the order of the 5 trading house tiles does not change during the game, giving players with good memories possible knowledge of upcoming trading house tiles.

Trader phase:
each player may sell *one* good; the trader may sell *two*



Note:
- *<u>The special functions of several buildings may allow a player to alter these selling rules if he has the building in his play area when he sells. These include the market stand, the trading post, the market hall, and the library.</u>*
- *The players **may** choose to take their actions simultaneously as there is no need for the actions to be in clockwise order.*

<u>Example:</u> Alfonzo is the trader and he has a market stand and a trading post in his play area. He turns over the top-most trading house tile (see figure at right). He announces that he will sell 3 of his goods (1 as the trading action, 1 as the trader privilege, and 1 for the trading post). He takes the good (card) from his indigo plant, his tobacco storage, and his silver smelter and places all three face down (without looking at the face up sides) on the discard stack. Then he draws cards from the card supply equal in number to the sum of the prices for the 3 goods sold: 1 card for the indigo, 2 cards for the tobacco, 3 cards for the silver, and also 1 cards for the market stand, and adds them to his hand.
Next, the other players sell their goods.



<u>Councillor</u> <u>(councillor phase ➡ 1 new card for all)</u>
The player, who chose this role (i.e. the councillor), takes 5 cards from the card supply (2 cards as the action and 3 more cards as the privilege), looks at them, and adds 1 to his hand, discarding the other 4 face down on the discard stack.
Next, each other player takes 2 cards from the card supply, looks at them, adds 1 to his hand and discards the other face down on the discard stack.

<u>Councillor phase:</u>
each player takes 1 of 2 cards from the supply; the councillor takes 1 of 5

Note:
- *<u>The special functions of several buildings may allow a player to alter these councillor rules if he has the building in his play area. These include the archive, the prefecture, and the library.</u>*
- *The players **may** choose to take their actions simultaneously as there is no need for the actions to be in clockwise order.*



<u>Prospector</u> <u>(prospector phase ➡ no action)</u>
The player, who chose this role (i.e. the prospector), draws 1 card, adding it to his hand as his privilege. There is no action for the other players associated with this role.

<u>Prospector phase:</u>
only the prospector takes 1 card

Note:
- *<u>The special functions of several buildings may allow a player to alter these prospector rules if he has the building in his play area. These include the gold mine and the library.</u>*

A new round

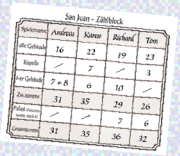
After *each* player has chosen a role and the players have taken the associated actions and privileges, the round ends. Players return the used role placards to the middle of the table. The governor's left neighbor takes the governor placard, becoming the new governor.
The new governor reminds the owners of the chapels that each *may* place 1 card from his hand face down under his chapel. *Next*, the governor counts the cards in each player's hand (including his own). If a player has *more than 7 cards* in his hand*, he must place the extra cards face down on the discard stack. The player may freely choose which of his cards to discard. *Exception: the* owner of a tower may have up to 12 cards in his hand.
Finally, the governor begins the next round by selecting a role card. The round continues as before.
For clarification: during a round, a player may have more than 7 cards (12 with a tower) in his hand. The hand card limit is only imposed at the *beginning* of each new round!

GAME END

The game ends *immediately after* the *builder phase*, if at least one player has *twelve buildings* in his play area; the round is not played to the end of the round.

The players now record their victory points on a page of the scoring pad with the pencil. Each player adds:

+ the victory points of his buildings *(the number on the bottom of the card)*
+ the victory points *(number of cards)* under his chapel
+ the victory points for triumphal arch, guild hall, and city hall
+ the victory points for the palace *(really at the end!)*



The player with the most victory points wins the game.
If players tie with the most victory points, the player among them with the most cards in his hand and on his production buildings is the winner.

The buildings

The production (colored) buildings
There are 5 different production buildings: indigo plant (10), sugar mill, tobacco storage, coffee roaster, and silver smelter (8 each).
A player may have more than 1 of each type of production building. Each building may produce 1 good.

the following rounds:

- **put role placards back in the middle of the table**
- **governor changes**
  - **and reminds owners of the chapel**
  - **checks players' hands for the card limit** (7 or 12)
  - **begin the new round**

** Important: the number of cards in a player's hand is always available to other players. The content, of course, is not.*

as soon as a player has 12 buildings in his play area, the game ends

the players record their victory points: building victory points + cards under the chapel + value 6 buildings + palace

the player with the most victory points is the winner



The violet buildings

There are 24 different violet buildings. 17 (3 each) have special functions players may use in the game and 4 (3 each of 3 monuments and 2 each of value 6) only give players victory points at game end. For *each* violet building:

- each player may have only *one* of each building;
- the player may first use the special function of a building *after* the builder phase when he built it (owns it/has it in his play area), even in a later phase of the same round;
- a player need not use the special function of a building.



Smithy

When the owner of a smithy builds a *production* building, he may pay one card less to build it. When a player builds a *violet* building, he gets no advantage from a smithy.



Gold mine

After a player selects the prospector role and takes the privilege (or not), each player who owns a gold mine, in clockwise order, *may* turn over the top-most 4 cards from the card supply, placing them face up on the table:

- if all four cards have *different* building costs, the player adds any one of the cards to his hand and discards the other 3 cards face down on the discard stack;
- if at least 2 of the cards have the same building cost, the player gets no card and discards all 4 cards face down on the discard stack.



Example: Michael has a gold mine and draws:
- library (5), prefecture (3), smithy (1), and tobacco storage (3): he must discard all 4 cards on the discard stack.
Alfonzo also has a gold mine and draws:
- quarry (4), smithy (1), tobacco storage (3), and library (5): he adds the quarry to his hand and discards the other 3 cards.

Archive

When any player selects the councillor role, the owner of an archive adds all cards he draws to his hand and then chooses which cards to discard from his entire hand. In other words, the player may discard drawn cards or cards he already had in his hand instead of just drawn cards.



Example: James is councillor and owns the prefecture and the archive: he draws 5 cards from the card supply, adds them all to his hand, and chooses 3 cards from his hand to discard on the discard stack.

Poor house

After the owner of a poor house has built a building, he may draw 1 card from the card supply, adding it to his hand, if he has only 0 or 1 card in his hand.



Note:
- If a player also owns a carpenter, he first draws this card. Then if he has less than 2 cards, he draws 1 card for the poor house.
- If a player does not build, he cannot draw a card for a poor house.

Black market

When the owner of a black market builds any building, he may use *up to* 2 of his goods (from his production buildings) instead of cards from his hand, placing them face down on the discard stack just like cards from his hand.

Example: Ken owns a black market and builds a library (5): he discards the goods card from his indigo plant, the goods card from his tobacco storage, and 3 cards from his hand to pay the 5 cost.

Trading post

During the trader phase, the owner of a trading post may sell 1 additional good from his production buildings.

Example: Todd owns a trading post and sells ...

- as the trader, up to 2 goods

- as non-trader, up to 3 goods

- as trader with a library, up to 4 goods

Well

During the producer phase, if the owner of a well produces at least 2 goods, he draws an additional card from the card supply, adding it to his hand. It matters not whether he is the producer or not.

Market stand

During the trader phase, if the owner of a market stand sells at least 2 goods, he draws an additional card from the card supply, adding it to his hand. It matters not whether he is the trader or not.

Crane

The owner of a crane may overbuild any of his existing buildings, placing the new building card completely covering the old card. By doing so, he reduces the cost of the new building by the cost of the old building.

Note: - the upgraded building ceases to exist and, thus, immediately loses its special function. A player may build over any of his buildings except the crane.

- If a player builds on a production building with a good, the good is lost (placed face down on the discard stack). This happens whether the new building is a production building or a violet building. If a player builds over a chapel, the cards under it remain and are still counted as victory points at the end of the game.

- A player may later build an overbuilt violet building as a new building, since he would not break the rule of having 2 of the same violet building (he no longer has the overbuilt building!).

- A player may not overbuild a building with the same building.

Example: Ken overbuilds his chapel (3) with a palace (6) and pays 3 cards instead of 6 cards.

- Alfonzo overbuilds his coffee roaster (4) with a statue (3) and pays nothing; he does not take the 1 card difference from the card supply!











A covered building does not count as a building. Thus, only the building that upgraded the covered building counts toward the 12 buildings sigalling the end of the game.

An upgraded building may be upgraded again, as many times as the player with a crane chooses, but only the top-most in the stack counts as a building.

Chapel

At the beginning of each round, *before* the governor checks the players' card limits (of 7 or 12), the owner of a chapel *may* place any *one* of his hand cards face down under the chapel. At game end, the player scores 1 victory point for each card under his chapel *(the text and victory points on these cards has no effect!)*.

Note:

- *The player must not share with his opponents which cards or how many cards he has placed under his chapel.*
- *If a player overbuilds a chapel, at game end he still scores victory points for the cards under it. The new building scores its normal victory points, but not an extra "chapel" point as it is not under the chapel.*

Example: at game end, Ken has 7 cards under his chapel; Ken scores 9 victory points for the chapel (2 for the building + 7 for the cards under it).

Tower

At the beginning of a round, when the governor checks players' hands for the card limit of 7, a player with a tower has a hand limit of 12 instead of 7. Of course, if the owner of a tower has more than 12 cards at the beginning of a round, he must discard all cards over 12 to the discard stack.

Aquaduct

In the producer phase, the owner of an aquaduct may produce 1 more good than otherwise possible.

Example: Michael owns an aquaduct and produces ...

- *as producer, up to 2 goods*
- *as non-producer, up to 3 goods*
- *as producer with a library, up to 4 goods*

Carpenter

After the owner of a carpenter builds a *violet* building and pays the building cost, he may draw 1 card from the card supply and add it to his hand.

The carpenter has no special function when the player builds a *production* building.

Note: a player does not draw a card immediately after building the carpenter, but when he builds his next violet building.

Prefecture

In the councillor phase, the owner of a prefecture may keep 2 cards instead of 1.

Example: Alfonzo owns a prefecture ...

- *as councillor, he keeps 2 of 5 cards*
- *as non-councillor, he keeps 2 of 2 cards*
- *as councillor with a library, he keeps 2 of 8 cards*

If Alfonzo also owns an archive, he adds the cards he draws (2, 5, or 8) to his hand and then discards 0, 3, or 6 cards from his hand.



Market hall

When the owner of a market hall sells at least one good, he draws 1 card more than the price of the good sold from the card supply. If he sells more than 1 good, he only draws *one* extra card, not 1 extra card for each good sold.

Example: Ken sells 1 sugar for 1 and 1 coffee for 3: he draws a total of 5 cards from the card supply, adding them to his hand.

Quarry

When the owner of a quarry builds a *violet* building, he pays 1 card less to build the building.

The quarry has no special function when the player builds a *production* building.

Example: Nick is the builder and has a quarry in his play area: he builds a crane (2) for nothing.

Library

The owner of a library may double the privilege of the role he selects. The specific doubled privileges for the 5 roles are:

- *councillor:* he keeps one card of 8 cards drawn;
- *builder:* he pays 2 less cards to build a building;
- *producer:* he produces up to 3 goods;
- *trader:* he sells up to 3 goods;
- *prospector:* he draws 2 cards from the card supply.

Example:

- *Ken is the councillor and owns a library, an archive, and a prefecture. He draws 8 cards, adding them to his hand, and discards 6 cards from his hand face down to the discard stack.*
- *Alfonzo is the builder and owns a library and a quarry. He pays 3 fewer cards to build a violet building.*

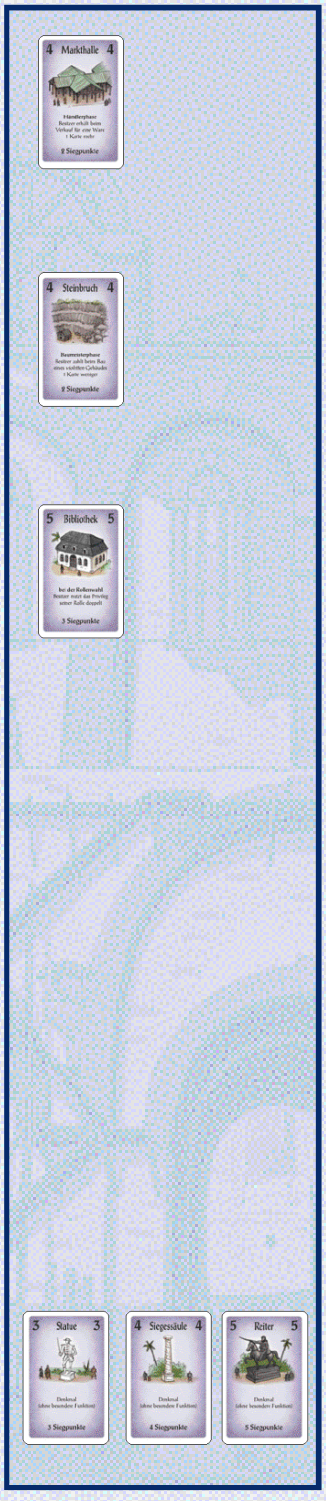
Note: in a 2 player game, the owner of a library may only use it once per round! Thus, when the governor uses his library on his first turn in the round, he may not use it on his second turn in the round! Of course, if he does not use the library on his first turn in the round, he may use it on his second turn.

The following seven violet buildings offer their owners no special functions during the game, but may give their owners victory points (VP) at the end of the game:

The three monuments (3 each)

- Statue (3 VP) - Victory column (4 VP) - Hero (5 VP)

Remember: a player may, for example, build a statue and a victory column, but not two statues!



The four value 6 buildings (2 each)

Guild hall

At game end, the owner of a guild hall scores 2 victory points for each production building in his play area.

Example: at game end, Nick owns a guild hall, 2 indigo plants, 1 sugar mill, and 1 tobacco roaster: he scores 8 VP for the guild hall.

City hall

At game end, the owner of a city hall scores 1 victory point for each violet building in his play area.

(city hall ***is*** *a violet building!).*

Example: at game end, Ken owns poor house, aquaduct, carpenter, chapel, quarry, library, statue, victory column, and city hall: he scores 9 VP for the city hall.

Triumphal arch

At game end, the owner of a triumphal arch scores victory points for the monuments in his play area: for 1 monument he scores 4 VP, for 2 monuments he scores 6 VP, and for 3 monuments he scores 8 VP.

Example: at game end, Michael owns triumphal arch, statue, and hero: he scores 6 VP for the triumphal arch.

Note: if the owner of one or more monuments also has a city hall and a triumphal arch, he scores the victory points for city hall and triumphal arch.

Palace

At game end, the owner of a palace scores 1 victory point for every four other victory points he scores. To determine these additional victory points, he tallies *all* his *other* victory points (except those for the palace) and divides the total by 4 (rounding down) and scores the result as additional victory points for the palace.

Example: at game end, Alfonzo owns a palace. He scores a total of 34 victory points (excluding the palace). He then scores 8 additional victory points for the palace, for a total of 42 victory points.

Variant

After one or two games, players may want to change the way they **prepare** for a game: each player takes his four starting hand cards from 5 to 8 cards, depending on his position at the table. The starting player draws 5 cards, the second player draws 6 cards, the third player draws 7 cards, and the fourth player draws 8 cards.

Each player then looks at the cards he drew, selects 4 to keep and discards the remaining 1 to 4 cards face down on the discard stack.

Then, the game continues as normal.









Rio Grande Games
PO Box 45715
Rio Rancho, NM 87144
E-Mail: riogames@aol.com
www.riograndegames.com