

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • 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:	PUERTO RICO	v1.1 Nov 2007
Pub:	©2002 Rio Grande Games	
Page 1:	Rules summary front	
Page 2:	Rules summary back	
Page 3:	Player reference card front	
Page 4:	Player reference card back	
For best results, print on card, laminate and trim to size.		

Puerto Rico

SETUP

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

Each player takes his player board and initial money (stored face up on his 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 face up 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:

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 face-up: 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 face-up: 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 face-up: 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 face-up plantation tile and place it on an *empty* island space.

Privilege

May take a quarry tile (if available) instead of a face-up plantation tile.

Finally, the settler player puts the untaken plantation tiles face-up on a discard stack and draws new tiles (one more than the number of players) from the face-down 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.

A player may place his new colonist(s), along with all colonists in San Juan, on any empty circles on the tiles on his 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 one 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

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 on the cargo ships. Each player may load goods of one type at a time, and the phase continues as long as at least one player has goods he can load.

Each ship carries goods of only one kind, and goods may not be loaded on a ship if they are on another ship.

On a player's turn he *must* load goods if he can, and as many of those goods as he can. He must choose the ship where he can load the most goods.

For each barrel loaded of *any type*, the player earns 1 VP. VP are kept secret from the other players.

Privilege

Earn +1 VP only when loading first goods.

Finally, when no more goods can be loaded, each player may store one excess good on his windrose. All other remaining goods must be stored in warehouses or returned to the supply.

The Captain then unloads all full ships by placing the 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 one colonist is in the 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.

The 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

A player is not required to use the special function of an occupied violet building, large or small, if he does not wish to.

Small Market

Trader Phase Receive an extra doubloon when selling a good.

Hacienda

Settler Phase Before taking a face-up plantation tile, take an *additional* tile from a face-down 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 face-up plantation tile. You may only ever take one quarry.

Small Warehouse

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

Hospice

Settler Phase When placing a plantation or quarry tile on your island, take *one* 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 two kinds. Cumulative with a small warehouse.

Factory

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

University

Builder Phase When you build a building, take *one* 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.

Harbor

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

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 Victory Points 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 two adjacent city spaces to be built, but count as one building.

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

Guild 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 up to 10, 6 VP for up to 11, and 7 VP if all 12 spaces are filled.

Fortress

1 VP for every three 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 one 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 one doubloon on each of the three 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.

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

Settler

action Take 1 face-up plantation tile and place on an island space.

privilege May take 1 quarry tile instead.

Finally put untaken plantation tiles face-up on a discard stack and draw new tiles (# players +1) from the face-down 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 one 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; 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 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 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 one 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. Each player may load goods of one type at a time, continuing as long as at least one player has goods he can load.

Each ship carries goods of only one kind, and goods may not be loaded on a ship if they are on another ship.

On your turn you *must* load goods if you can, and as many of those goods as you can.

You must choose the ship where you can load the most goods.

For each barrel loaded of *any type* earn 1 VP (VP are kept secret).

privilege Earn +1 VP only when loading first goods.

When no more goods can be loaded, each player may store one excess good on his windrose.

All other remaining goods must be stored in ware-houses or returned to the supply.

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

Prospector

action There is no action for any player.

privilege Receive 1 doubloon from the bank.

Buildings

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

Production buildings

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.

Construction hut

Settler Phase Receive a quarry *instead* of a face-up plantation tile.
You may only ever take one quarry.

Factory

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

Hacienda

Settler Phase Before taking a face-up plantation tile, take an *additional* tile from a face-down stack. It must be immediately placed.
You cannot ever take a quarry instead of the extra tile.

Harbor

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

Hospice

Settler Phase When placing a plantation or quarry tile on your island, take *one* colonist from the pool and place it on that tile.
Take the colonist from the ship if there are none in the supply.

Small market

Trader Phase +1 doubloon when selling a good.

Large market

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

Office

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

University

Builder Phase When you build a building, take *one* 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.

Small Warehouse

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

Large warehouse

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

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 Victory Points 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.

Customs house

1 VP for every 4 VP acquired during the game.

City hall

1 VP for each violet building (occupied or not) in your city, *including* the city hall.

Guild hall

1 VP for each small production building and 2 VP for each large production building (occupied or not).

Fortress

1 VP for every three colonists on your player board.

Residence

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