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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 goal is attained 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.

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!

CONTENTS

basic game

5 player boards	each has 12 island spaces and 12 city spaces as well as a summary of the 7 roles
1 game board	for the various buildings and the money
1 governor placard	indicates the starting player of the round
8 role placards	one each of settler, mayor, builder, craftsman, trader, and captain; and 2 prospectors
49 buildings	5 large beige buildings (2 spaces), 2 x 12 small beige buildings and 20 colorful production buildings
58 island tiles	8 quarry tiles and 50 plantation tiles: 8 coffee, 9 tobacco, 10 corn, 11 sugar, and 12 indigo
1 colonists ship	for the incoming colonists
5 cargo ships	with 4-8 spaces for goods to send to Spain
1 trading house	for selling goods
100 colonists	brown octagonal wooden tokens
50 goods tokens	9 of coffee (dk brown) and tobacco (lt brown), 10 of corn (yellow), 11 of sugar (white) and indigo (blue) wooden chests
46 VP chips	VP (hexagonal; 27 x 1 and 19 x 5 tokens)
60 doubloons	golden metal tokens

Expansion I:

"The new buildings"

2 x 12 small and
2 large beige buildings
(with violet-ringed spaces for
the colonists)

Expansion II:

"The nobles"

2 x 6 small and 1 large beige
buildings, 2 small pink buildings
(with red-ringed spaces for
the colonists)
20 nobles (red octagonal wooden
tokens)

Please find the rules for 2 players
and the two expansions beginning
on page 12.

PREPARATION (BASIC GAME; 3-5 PLAYERS)

Place **the game board** in the middle of the table. Place **all the basic buildings** on their respective spaces on the board with either the long text descriptions (for new players) or the shorter explanations (for experienced players) face up.

Sort **the 60 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 - his play area)
 - **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 has.*
 - **1 plantation tile** (which he places face-up on *any* of the 12 island spaces on his player board).
- First, the players choose a starting player using any method they choose. This player takes the **governor placard** and an indigo tile. The other players take the following in clockwise order:
- with 3 players: 2nd player: indigo tile / 3rd player: corn tile
 - with 4 players: 2nd player: indigo tile / 3rd and 4th players: each 1 corn tile
 - with 5 players: 2nd and 3rd players: each 1 indigo tile / 4th and 5th players: each 1 corn tile

Place **the remaining basic game material** as shown in the below illustration:

(note: the illustration below is for a 4 player game)

the VP chips
(in 2 denominations):

- with 3 players: 75 total points
- with 4 player: 100 total points
- with 5 players: 122 total points

all 8 quarry tiles (face-up)

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.

all the rest of the plantation tiles (face-down and shuffled)

the role placards

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

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 cases
(sorted by the 5 different kinds)

the trading house

the colonist ship: with 3, 4, or 5 colonists, depending on and equal to the number of players

the colonists (as a supply crowd)

- with 3 players: 55 colonists
- with 4 players: 75 colonists
- with 5 players: 95 colonists

Place unused material back into 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 placard begins. He takes one of the role placards, places it face-up next to his player board, and takes the action allowed by the role placard. Then, his left neighbor takes the action allowed by that role placard, 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 placards, places it face-up next to his player board, and takes the action allowed by the role placard. Then, *his* left neighbor takes the action allowed by that role placard, and so on around the table, in clockwise order, until *every* player has taken this action *once*. Then, his left neighbor takes a role placard, and so on until all players have taken a role placard and all players taken the actions allowed by the role placards taken.

Next, place one doubloon on each of the *three* role placards that were not taken by a player during the round. Then, place the used role placards back on the table next to the unused placards. The left neighbor of the player with the governor placard takes the governor placard, 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 placard 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 placards: :

- If a placard has one or more doubloons on it, the player who takes it also takes the doubloons in addition to the privilege and action associated with the placard.
- The action associated with a role placard is *always* taken first by the player who took the placard, followed by the others in clockwise order.
- A player must *always* take a role placard when it is his turn to do so, but he may choose not to use the action or privilege of the placard he chooses. The other players, of course, get their turns at the action of the placard.
- The action of a role placard is optional (*exception: captain*). A player may choose not to or be unable to use the action on his turn.
- A role placard 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 → players place new plantations on their island spaces)

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 tiles 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 five new face down stacks, 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:
draw new plantation tiles

- When a player has filled all 12 island spaces his player board, he may not take any further tiles in the settler phases for the rest of the game.
- When there are no more quarry tiles in the quarry tile stack, the settler may not use his privilege and the owner of the 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 on his windrose in an earlier round. If a player cannot place all his colonists, he may “store” them on his windrose 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.

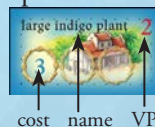
As his last duty, the mayor puts new colonists on the colonist ship to be used in the next mayor phase. For each empty circle on the *buildings* on the player boards of *all* players (empty circles on plantations and quarries do not count!), the mayor takes one colonist from the colonist supply and places 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 in 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 on his windrose if he has empty circles available on his player board. All empty circles must be filled, if possible. Colonists can only be placed on the circles during 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.

For further information on the individual buildings, please see page 8 of these rules.

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 2 doubloons (2 occupied quarries), in the third column by 3 doubloons (3 occupied quarries), and in the fourth column by 4 doubloons (4 occupied quarries).



Action:

each player takes and places *one* colonist in turn order

Privilege:

the mayor may take *one* additional colonist



Example for 4 players:

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

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

At the end of the mayor phase:

place new colonists on the colonist ship



Action:

each player may build *one* building

Privilege:

builder pay 1 less doubloon

The building costs may be reduced with occupied quarries.

The builder'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.

Note:

- 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 craftsman (craftsman phase → produce 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, goods, and extra colonists. 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 on page 8 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 takes nothing.
- If the craftsman does not produce goods, he does not get an extra good (privilege).

The trader (trader phase → sell goods)

The player who chooses this role, *may* immediately sell one good to the trading house. He places the sold good on *any empty space* on the trading house and 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 trading phase ends when all players have had one turn to sell or when the trading house is full.



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*).

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.*

Note:

- 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.



Action:

all players takes good cases from the supply

Privilege:

craftsman takes one case more

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!



Action:

each player may sell at most one case

Privilege:

trader takes 1 doubloon more with his sale

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

At the end of the trader phase: empty full trading house

The captain (captain phase → ship 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. On his turn, a player may choose freely which good to load of those he can load.

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 good and to only one ship.
- 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 good 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 cases.

VP (victory points)

For *each* good (each case, not each kind of good) a player loads, he earns 1 VP in the form of value 1 VP chips. When loading goods onto the cargo ships, all kinds of goods have the same value: 1 VP per case 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 of 1 extra VP. He does not get this extra VP for the goods he loads in subsequent turn in this captain phase.

A player keeps his VP, unlike his money and goods, secret from the others.

A player puts his VP 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 case) 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.*

Note:

- Remember the special functions of the small and large warehouses, the harbor, and the wharf.
- 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 one extra VP as his privilege, regardless of how many kinds of goods he loads. If he loads no goods, he does not 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.



Action:

players *must* load cases on the cargo ships

Privilege:

captain takes 1 VP more

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!

only one case per player
(exception: warehouses!)

Example for the captain phase (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 cases on the 7 space ship (she may not choose the 5 space ship as she could not load all 6 sugar). She earns 7 VP (6 + 1 for the captain privilege).

Bob is next. He has 2 Sugar and 3 tobacco. He chooses sugar and loads 1 case 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 case 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.

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.

The 4 tobacco cases remain on the 5 space ship.

The prospector

The player who chooses this role initiates *no* action for the players, 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 placards that were *not* selected during the round. The doubloons are placed regardless of the number of doubloons already on the placards. Role placards with more doubloons will be more attractive to the players as they get the doubloons in *addition* to the privilege of the placard. *For example, a player choosing a prospector placard with 2 doubloons on it will get, in total, 3 doubloons for his effort.*

Finally, the players return the role placards they selected to the area next to the game board and the governor gives the governor placard to his left neighbor. The new governor begins the next round by selecting a role placard.

GAME END

The game ends *at the end* 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 VP chips is taken.

When the VP chips are exhausted, players earning VP thereafter should track them with pencil and paper.

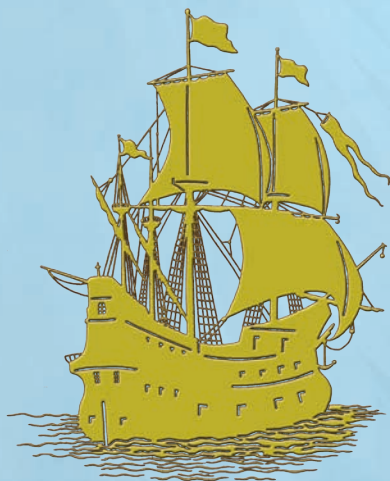
The players VP are now summed with pencil and paper. Each player adds:

- the value of his VP chips (including those noted on pencil and paper) +
- the VP value of his buildings (*red-brown number in upper right corner*) +
- the extra VP scored by his *occupied* large buildings

Note: a building scores its VP 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 VP only when they are occupied!

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



Action:
none!

Privilege:
1 doubloon
from the bank

End of the round:

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...

GAME END

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 VP 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 VP (*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 can be used or have value (*exception: VP*).
- 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 VP 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 cases).
- In the sugar mills, the sugar canes are processed into sugar (white goods cases).
- In the tobacco storage, the tobacco leaves are shredded into tobacco (light brown cases).
- In the coffee roasters, the coffee beans are roasted into coffee (dark brown cases).
- **Note:** *there is no production facility needed for the corn. Corn (yellow cases) come directly from the plantation without any need for processing. That means that, in the craftsman phase, occupied corn plantations produce corn (yellow cases) 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 use or value (except for VP value at game end).

The production buildings



For corn their 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 cases
(as the 3rd corn plantation is not occupied)



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



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



The beige buildings

There are 17 different beige buildings: there two each of the 12 small buildings and one each of the 5 large buildings.

The special functions of the beige buildings tend to allow players to do things outside of 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 beige 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* plantation tile from any 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 could take a quarry instead of the face-down tile. 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, of course, 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 case he is allowed to store on his windrose, all the cases 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 take none.

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 case 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.

The beige buildings

- the special functions *may* be used to alter the rules
- they need not be used



+ 1 doubloon
with sale



+ 1 plantation
in settler phase



quarry instead
of plantation



+ 1 goods type
can be stored



+1 colonist with
plantation/quarry



sell good that is
already in 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 case he is allowed to store on his windrose, all the cases of two kinds of goods that he chooses.

Note: if a player owns both a small and large warehouse, he may store all the cases 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 cases 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 cases and 1 tobacco case as there is no corn and only 2 sugar cases 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 takes none.

Harbor

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

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 VP 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.



+ 2 doubloons
with sale



+ 2 goods types
can be stored



+ 0/1/2/3/5
doubloons with
production



+1 colonist
with building



+ VP with
shipping



= your own
cargo ship

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.

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 VP 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 VP 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 on his windrose: he earns an additional 6 VP.

Customs house

The owner of the *occupied* customs house earns, at game end, one additional VP for every four VP he acquired during the game. The player should count only his VP chips (and any extra VP recorded on paper after the chip supply was exhausted, but before game end). He does not count VP earned for his buildings at game end.

Example: at game end, the owner of the occupied customs house has accumulated 23 VP in VP chips: he earns an additional 5 VP.

City hall

The owner of the *occupied* city hall earns, at game end, one additional VP for each beige 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 7VP.



+ 1 or + 2 VP
for each small
or large
production
building



+ 4-7 VP for
≤ 9/10/11/12
filled island
spaces



+ 1 VP for each 3
of his colonists.



+ 1 VP for each
4 VP chips



+ 1 VP for each
of his beige
buildings



THE GAME FOR TWO

All rules for the basic game apply with for the following exceptions:

PREPARATION

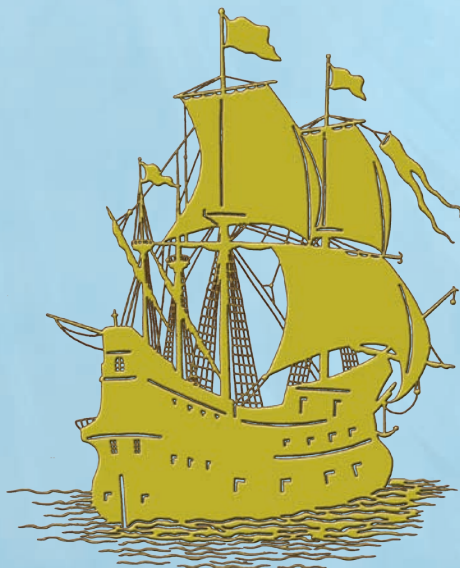
- **Each player takes 1 player board, 3 doubloons, and 1 plantation tile**
Start player: indigo plantation (+ governor placard);
2nd player: corn plantation.
- **Remove three of each of the plantation tiles** (corn, indigo, sugar, tobacco, coffee, *and quarry*) from the game and return them to the box.
Stack the remaining quarry tiles, shuffle and stack the remaining plantation tiles and place 3 face-up next to the quarries (*always one more tile than players*).
- **For the buildings**, place *one of each* beige building *two of each* of the six different production buildings on the game board.
- **For the VP**, place 65 total VP in the two denominations as a supply.
- **For the colonists**, place 40 colonists as a supply *and* two more on the colonist ship (*as per basic rules: minimum = number of players*).
- **Place only** the 4 and 6 space **cargo ships** next to the game board.
- **Remove two cases of each good** from the game, returning them to the box.
Place the rest as the goods supply next to the game board.
- **Place the trading house and seven role placards** (*all except one prospector*) next to to the game board.

PLAYING THE GAME

The governor begins and chooses one role placard, which is executed by both players as in the basic game. The players take turns choosing role placards until each has taken *three* and all six of these have been executed as in the basic rules. The governor places 1 doubloon on the remaining (seventh) placard, the players return those they choose, the governor gives the governor placard to the other player and the game continues as in the basic game.

GAME END

The game ends in the same way as the basic game: at the end of a round in which either there are not enough colonists to fill the colonist ship, the VP chips are exhausted, or a player fills his 12th building space in his city.



Per player:

**1 game board, 3 doubloons,
1 plantation** (indigo or corn)

3 plantation tile removed

(*before beginning, remove 3 island tiles of each kind*)

Buildings on the game board

(*beige: 1 each; production: 2 each*)

VP: 65

colonists: 40 + 2 on the ship

cargo ships: 4 and 6 spaces

goods: remove 2 of each type

trading house and 7 role placards

(*remove one prospector*)

**The players alternate playing
6 of the 7 roles; then change
governor and continue**

1st Expansion: The New Buildings



All rules for the basic game apply with for the following exceptions:

PREPARATION

Place all production building on the game board as in the basic games.

Lay out **the 55 beige buildings** (2 each of 12 small + 5 large basic buildings + 2 each of 12 small + 2 large new buildings) *next* to the game board.

The start player begins and chooses 1 building from *all* the beige buildings next to the board and places it on the board on an appropriate (*the building cost must match!*) **empty** beige building space. If he chooses a small building, he places the second building of the same kind on top of the one he just placed: the small buildings are placed in pairs! (*except in a two player game*) The players continue placing buildings in clockwise order until the spaces for all 12 small and all 5 large beige buildings are filled. Place the 26 (2 each 12 small and 2 large) unchosen beige buildings back in the box – they will not be used in the game.

Please note: for the buildings that cost 2, 5, and 8 doubloons, the players will choose *two* different from the *four* available for each cost.

The game is now played as in the basic game ...

Aqueduct

If the owner of an occupied aqueduct produces at least 1 indigo in his large indigo plant (*not small*), he takes one additional indigo case. Similarly, if he produces at least 1 sugar in his large sugar mill (*not small*), he takes one additional sugar case.

Example 1: the player produces 0 indigo in his large indigo plant and 1 sugar in his small sugar mill; he takes a total of 0 indigo case and 1 sugar case.

Example 2: the player produces 1 indigo in his large indigo plant and 3 sugar in his large sugar mill: he takes a total of 2 indigo cases and 4 sugar cases.

Forest house

On his turn in the settler phase, the owner of an occupied forest house may place a forest on one of his empty island spaces instead of choosing one of the available plantations (or quarry, if that was an option). To do so, he takes any of the face-up plantation tiles (*not a quarry tile*) and places it **face-down** on an empty island space on his player board.

When he builds a building (whether the forest house is occupied or not), he may reduce the cost of the building by 1 doubloon for each **two** forests on his island. This reduction is in addition to the builder and quarry reductions, but does *not* come with the column restriction of the quarry.

Note: forests do not have space (or need) for colonists.

Example: the player has 6 forests, 2 occupied quarries, and is the builder; to build a large warehouse, he pays nothing: $6 - 1$ (builder) $- 2$ (quarries) $- 3$ (forests – no column limit) = 0.

Note: if the owner of an occupied forest house also has ...

... an occupied hacienda, he may look at the tile he takes before deciding to place it as a forest;

... an occupied library, he can choose freely to place no, one, or both plantation tiles as forests;

... an occupied hospice and places a forest, he places the colonist on his windrose.

Once placed on the player board, a player may not change a plantation to a forest or vice-versa.

Black market

When the owner of an occupied black market builds a building, he may reduce the cost of the building by up to 3 doubloons by returning *one* colonist, *one* good, and/or *one* VP to the supply.

Note: the player may choose which, if any, to return, but no more than one of each. Also, he may not have any doubloons left after building. Thus, he may only use the black market proceeds to build the building.

Example: the owner of an occupied black market wants to build the harbor (8 doubloons), but has only 6 doubloons. He returns an indigo and a colonist to the supply to earn the 2 doubloons he needs to pay for the harbor. He could not also return a VP chip to further reduce the cost as he would then have 1 doubloon left.

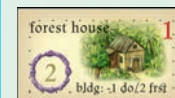
From the 24 small and 7 large different beige buildings, the players choose, in clockwise order, which 12 small and 5 large different beige buildings will be available in the game.

(*by building cost!*)

Example: a player chooses black market and places both black market buildings on the hacienda space on the board. Later, a player chooses hacienda and places both hacienda buildings on the construction hut space on the board. The construction hut and forest house buildings cannot now be chosen as there is no longer a place to put them on the board.



+ 1 good with large indigo plant/ large sugar mill



forest plantation; 2 forests = -1 doubloon with building



for each 1 VP, good or colonist: -1 doubloon with building

If a player returns a VP or a colonist after the game end requirement has been met, the game is still at game end.

The colonist on the black market may not be the one chosen to be returned.

Storehouse

At the end of each captain phase, the owner of an occupied storehouse may, in addition to the *one* good he is normally allowed to keep, keep *three* additional goods (cases) of any kinds.

Example the owner of an occupied storehouse also has an occupied large warehouse: he may keep all cases of 2 kinds of goods plus 4 additional cases of any kinds of goods.

Guest house

In the mayor phase, the owner of a guest house, may place up to two colonists in his guest house. He may later move these guests, *at the start, during, or at the end* of all other phases to any building, plantation, or quarry of his choice where they immediately go to work and must remain until the next mayor phase. The guests may be moved in the same or in different phases.

Example: at the end of the captain phase, the owner of an occupied guest house moves one guest to his storehouse and uses the storehouse immediately to keep 3 additional goods that remained on his windrose. Later, he chooses the trader as his role and moves the second guest to his library so he can double his trader privilege. These two guests, like normal colonists, remain on the storehouse and library until the next mayor phase.

Trading post

During the trader phase, the owner of an occupied trading post may choose whether to sell one good to the trading house or his trading post. If he chooses to sell a good to his trading post, he may sell any good he has (even one already in the trading house) for the normal price, adding the bonus for the trader, if he is the trader. He places the sold good directly in the supply.

Note: the small and large markets do *not* add their bonuses when a player sells to his trading post!

Church

When the owner of an occupied church builds a building from the 2nd or 3rd columns, he takes 1 VP chip; and from the 4th column, he gets 2 VP chips.

Note: a player gets no VP for building the church itself.

Small wharf

A player with an occupied small wharf may ship different cases of goods during one of his turns during the captain phase, but he gets only 1 VP for every two cases he ships. Also, the player may ship as few (at least 1) or as many as he likes, and need not ship all of a kind.

Note: a player may own and use both a wharf and small wharf in the same captain phase.

Lighthouse

The lighthouse is similar to the harbor, but the player gets 1 doubloon instead of 1 extra VP chip. If the owner of an occupied lighthouse is also the captain, he gets one additional doubloon.

Note: if the captain has an occupied lighthouse, he takes one doubloon whether he ships or not.

Specialty factory

The specialty factory is similar to the factory, but it rewards production of one kind of goods. The player takes doubloons from the bank equal to 1 less than the number of goods he produced of *one* kind: the kind he produced the most of (*except corn*).

Example: the owner of an occupied specialty factory produces 4 corn, 3 sugar, and 2 coffee. Thus, the specialty factory earns him 2 doubloons: 3 (sugar) - 1.

Library

The owner of an occupied library doubles the privilege he gets when he takes a role. The *settler* may first take either a plantation or a quarry. Then, after all other players have chosen their plantations, the settler may take a plantation from those remaining face up. He may not take a quarry as his doubled privilege.

The craftsman may take 2 of the *same* good or 2 *different* goods.



+ 3 goods storage



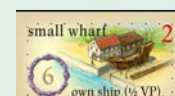
up to 2 colonists
to move freely



= your own
trading house



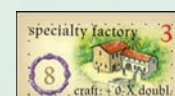
0/1/1/2 VP
with building



= your own
cargo ship (1/2 VP)



+ doubloon with
shipping



+ doubloons with
production



doubled privilege

Note: the owner of both occupied library and hospice, takes a colonist for his *first* tile only; if he also has an occupied construction hut, he may also take a quarry as his second tile.

Union hall

Before the owner of an occupied union hall ships for the first time in the captain phase, he takes 1 VP chip for *every* 2 of the same good on his windrose. Afterwards, the shipping continues as normal.

Example 1: the owner of an occupied union hall has 3 corn, 2 indigo, and 1 coffee on his windrose. He takes 2 VP chips: 1 for the corn and 1 for the indigo.

Example 2: the owner of an occupied union hall has 4 corn, and 2 coffee on his windrose. He takes 3 VP chips: 2 for the corn and 1 for the coffee.

Statue

No colonists can be placed on the statue. The statue is worth 8 VP at game end.

Cloister

The owner of an occupied cloister earns extra VP for sets of 3 *like* island tiles. For 1 set of 3 like tiles, he earns 1 VP, for 2 sets of 3 like tiles, he earns 3 VP, for 3 sets of 3 like tiles, he earns 6 VP, and for 4 sets of 3 like tiles, he earns 10 VP (the maximum).

Example: the owner of an occupied cloister has 6 forests, 3 quarries, 2 corn plantations, and 1 coffee plantation at game end. He earns 6 extra VP. If he has an additional corn plantation instead of the coffee plantation, he would earn 10 extra VP instead.

The buildings used in this expansion are based on suggestions from Keith Ammann, Sven Baumer, Andy Bridge, Erwin Broens, Hans Dieben, David Haupt, Wei-Hwa Huang, Joe Huber, Eric Humrich, Ingo Jansen, Jörg Killer, Anne-Kathrin Knüppel, Mario T. Lanza, Takuya Ono, Deborah A. Pickett, Patrik Rüegge, Michael Schacht, Carl de Visser, Sabine Werhahn and Yasuto Yonede. Thanks!

2nd Expansion: The Nobles

PREPARATION

The 7 different new beige buildings and 1 new production building can be used with the 17 different beige buildings from the basic game and the 14 different beige buildings from Expansion I. Place these buildings above the game board, sorted by their construction costs and allocated in the 4 columns by their construction costs. Place the 20 nobles next to the colonist supply. **With this expansion, exhausting the colonist supply does not signal the end of the game** (and neither does exhausting the noble supply). Thus, players may use all the colonists tokens in every game. At the beginning of the game and at the end of each mayor phase, place one noble on the colonist ship instead of one of the colonists that were to be placed there (as long as there are nobles in the supply). Nobles can be taken from the colonist ship in the mayor phases (usually by the mayor) instead of a colonist. **Each noble is worth 1 VP at the end of the game.** Players can place nobles anywhere and anytime they would place colonists and they act just as colonists for occupying buildings. A noble is the same as a colonist, except as noted for some of the new buildings below. When a building suggests a different result for nobles and colonists, it is just that. A colonist cannot get the noble result and a noble cannot get the colonist result.

Land office

In the **trader phase**, the owner of a *colonist*-occupied land office may buy the top-most plantation tile from a face-down supply stack by paying 1 doubloon to the bank. He places the tile on his island. In the **trader phase**, the owner of a *noble*-occupied land office may discard a plantation tile from his island to take 1 doubloon from the bank.

Note: if the owner of an occupied land office also has an occupied forest house, he may choose to buy a forest to place on his island instead of the plantation. If the returned plantation tile is occupied, the player places the colonist/noble from the tile on his windrose.

Chapel

In each **craftsman phase**, the owner of a *colonist*-occupied chapel takes 1 doubloon from the bank and the owner of a *noble*-occupied chapel takes 1 VP from the supply.



+ VP before shipping



8 VP at game end



+ 1/3/6/10 VP for sets of three island tiles

These noble buildings are in addition to the other buildings and are laid out above the board according to their costs

Exhausting the colonist supply does not trigger game end

Place one noble on the colonist ship instead of one colonist

At game end, each noble is worth 1 VP



In trader phase buy 1 plantation or sell 1 plantation



+ 1 doubloon | + 1 VP with production

Hunting lodge

At the end of each **settler phase**, the owner of a *colonist*-occupied hunting lodge can discard a plantation tile from his island and the owner of a *noble*-occupied hunting lodge can take 2 VP, if he has the most empty island spaces.

Note: if a player ties with the most empty island spaces, he does not get the 2 VP. If the returned plantation tile is occupied, the player places the colonist/noble from the tile on his windrose. In this case, forests count as plantations, and can also be removed.

Zoning office

The owner of a *colonist*-occupied zoning office pays 1 less doubloon, when building a *small* building (columns 1-3) and the owner of a *noble*-occupied zoning office pays 2 less doubloons for when building a *large* building (column 4).

Note: a *colonist*-occupied zoning office cannot save a player anything when building a *large* building and a *noble*-occupied zoning office cannot save a player anything on a *small* building.

Royal supplier

On his first turn to ship goods in the **captain phase** (before he ships anything), the owner of an occupied royal supplier can supply the royal warehouse (the supply) with a number of goods from his windrose equal to the number of nobles on his island and take 1 VP for each

Note: such supplied goods must all be of different kinds (no duplicates). Regardless of other buildings or abilities the player may gain no additional bonuses from supplying these goods to the royal warehouse.

Villa

On his first turn in the **mayor phase**, the owner of an occupied villa may take 1 noble from the supply (not the ship!). If there are no more nobles in the supply, he takes a colonist from the supply instead (if there is one).

Jeweler

In the craftsman phase, the owner of an occupied jeweler takes 1 doubloon from the bank for each noble on his island.

Note: the jeweler counts as a large production building.

Royal garden

At game end, the owner of the occupied royal garden scores 1 VP for each noble on his island (i.e. this player scores 2 VP for each noble on his island, whether they are on a building, a plantation or on his windrose).

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If you have questions, comments, or suggestions, please contact us:

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- 1 plantation |
emptiest island:
+ 2 VP



- 1 doubloon |
- 2 doubloon
with building



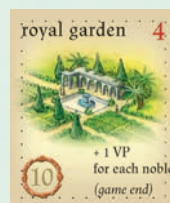
before shipping:
+ 1 VP per good



+ 1 noble from
supply



+ 1 doubloon
per noble



+ 1 VP per
noble

General note: when the basic or 1st expansion rules mention "colonist", players can read "colonist/noble" when playing with the 2nd expansion.

