








Puerto Rico Game Aid


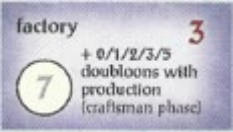
Roles Reference

Role	Action	Privilege	Notes
 Settler	Take plantation from face up supply	Take quarry instead	Modified by: <ul style="list-style-type: none"> Construction Hut Hacienda Hospice End of Round: Discard all face up plantation tiles and deal new ones (count = +1 more than number of players)
 Mayor	Take & Place colonists from colonist ship	Take & Place 1 extra colonist from supply	End of Round: Fill colonist ship from Supply. # Of colonists = total number of all unfilled building white circles for all players.
 Builder	Build Buildings (quarry -1 to cost per occupied quarry)	Building Cost is -1	Modified by: University
 Craftsman	Produce goods	+1 additional good	Modified by: Factory
 Trader	Sell to trading house	+1 doubloon	Modified by: Small & Large Market End of Round: If full empty trade house into supply. Prices Corn = 0 Indigo = \$1 Sugar = \$2 Tobacco = \$3 Coffee = \$4
 Captain	Load goods on ships where possible	+1 victory point	Modified by: <ul style="list-style-type: none"> Small & Large Warehouse Harbor Wharf End of Round: Empty any full ships into supply piles.
 Prospector	None	+1 doubloon	Used in 4 and 5 player games only.

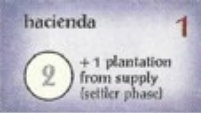
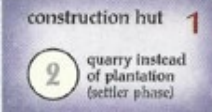
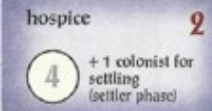
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Building Reference by Affected Role/Phase

Craftsman (Production)

Building Name	Effect/Modification	Notes
<p>Production Buildings (small & regular indigo plant, small & regular sugar mill, tobacco storage, coffee roaster)</p> 	<p>Craftsman Phase If occupied and has raw material supply from plantations produces goods.</p>	<p>Must be occupied to function.</p>
<p>Factory</p> 	<p>Craftsman Phase Player gets \$ depending on how many types of goods have been produced. Two kinds = \$1 Three kinds = \$2 Four Kinds = \$3 Five Kinds = \$5</p>	<p>Extra \$'s are only for produced goods.</p>

Settler (Getting New Plantations or Quarry)

Building Name	Effect/Modification	Notes
<p>Hacienda</p> 	<p>Settler Phase Take face down plantation before taking face up plantation.</p>	<p>Cannot take quarry instead of face down plantation.</p>
<p>Construction Hut</p> 	<p>Settler Phase Can take Quarry instead of face up plantation even if the player did not chose the role.</p>	<p>No extra quarry if player chose settler and has construction hut. Only 1 quarry in that case.</p>
<p>Hospice</p> 	<p>Settler Phase When taking a plantation take a colonist from supply and place it on the taken tile.</p>	<p>Only applies when taking face up tile. If supply is empty take from ship.</p>

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Captain (Ship Goods)

Building Name	Effect/Modification	Notes
Small and Large Warehouse 	Captain Phase Allows for storing of any number of goods. Small = store any number of 1 kind of good Large store any number of 2 kinds of goods	Goods are still stored on wind rose.
Harbor 	Captain Phase +1 victory point per delivery (not per barrel)	
Wharf 	Captain Phase Can load goods into supply like it was an extra ship.	

Trader (Sell to Trade House)

Building Name	Effect/Modification	Notes
Office 	Trader Phase Allows selling of same kind of goods	Example: Trade house already has an indigo. Player with office can sell another indigo to trade house.
Small and Large Markets 	Trader Phase Extra \$ when trading goods Small = + \$1 Large = + \$2	Must be occupied. If one player owns both small & large effect is combined (+ \$3)

Builder (New Buildings)

Building Name	Effect/Modification	Notes
University 	Builder Phase Take one colonist from supply and place on the new building.	If supply is empty take from ship.

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Large Buildings (All Worth 4 VP and Cost \$10)

Building Name	End of Game Value
Residence	Extra VP for occupied island spaces (plantations) 4 VP <= 9 5 VP for 10 6 VP for 11 7 VP for 12 (full island)
Guild Hall	2 VP for each large production building (indigo plan, sugar mill, tobacco storage, coffee roaster) 1 VP for each small production building (small sugar mill or indigo plant)
Customs House	1 extra VP for every 4 VP
City Hall	1 extra VP for every violet building (occupied or unoccupied).
Fortress	1 extra VP for every three colonists

Game End Conditions

- At the end of the mayor phase there are not enough colonists to fill the colonist ship
- During the builder phase at least one player builds on his 12th city space
- During the captain phase the last of the victory point chips is used.