



PUERTO RICO

1897

Special Edition

Rulebook

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PUERTO RICO 1897 SPECIAL EDITION

THE YEAR IS 1897. The colonial era is over. Puerto Rico is finding its place in the modern world. You want to find your place in the modern world, too – and you are ready to vie with rival farmers to do it. You compete for the best Workers to produce Goods made from Puerto Rico's most valuable resources. As you fight to sell your Goods for the highest profit, you fuel a vibrant urban infrastructure and grow your reputation. Will you amass the prestige you crave and become the wealthiest farmer in the land?

At the end of this Rulebook, you will find further information on the history of Puerto Rico.

SPECIAL EDITION COMPONENTS

CORE GAME:



1x Rulebook



1x Double-sided Main board



5x Help cards



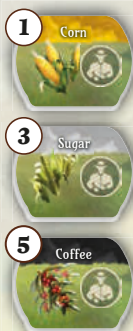
5x Double-layered Player boards



5x Double-sided Player Portrait tiles

58x Countryside tiles

- ① 10x Corn Estate
- ② 12x Fruit Estate
- ③ 11x Sugar Estate
- ④ 9x Tobacco Estate
- ⑤ 8x Coffee Estate
- ⑥ 8x Quarry



8x Role tiles (Captain, Trader, 2x Adventurer, Planter, Builder, Recruiter, Craftsman)



1x Estate bag



44x Regular Buildings



5x Expanded Buildings



4x Regular alternative Buildings



4x Cardboard Personal Ship token (2 types)



50x Wooden Victory Points

- 31x 1 VP
- 19x 5 VP



51x Metal Coins

- 43x Silver ("1") Coins
- 8x Gold ("5") Coins



1x Governor marker model
(First player token)



1x Work Register



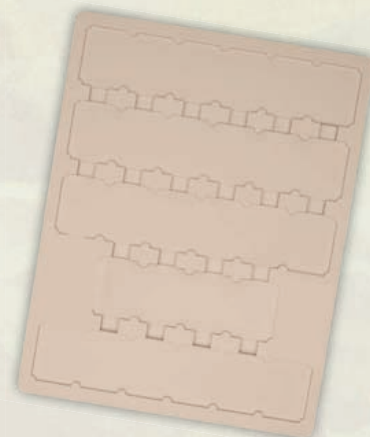
1x Trading House



3x Cargo Ship model



5x Plastic Cargo Ship deck
marked with numbers 4/5/6/7/8
(with 0/1/2/3/4 additional Crate slots)



1x Building tray



50x Good Crates models

- 10x Corn Crate
- 11x Fruit Crate
- 11x Sugar Crate
- 9x Tobacco Crate
- 9x Coffee Crate



100x Worker models
(4 types)



1x Resource tray



4x VP & Workers trays



Coins minted for Puerto Rico by Royal Mint of Madrid in 1895-1896



Inspired cardboard Coins for Puerto Rico 1897 board game



Metal Coins for Puerto Rico 1897 board game

COINS DESIGN:

Puerto Rico never had its own mint, and by the late 19th century, it was difficult for Spanish currencies to reach the island. Between the 1870s and 1890s, Puerto Rico primarily used Mexican, Venezuelan, and U.S. silver coins. At some point, a group began hoarding these foreign coins, removing them from circulation. Consequently, the Spanish government authorized the Royal Mint of Madrid to produce coins for Puerto Rico, minting them only in 1895-1896. This is why the coins in the game bear the date 1896, not 1897.

EXPANSION I: NEW BUILDINGS



24x Regular
Buildings



2x Expanded
Buildings



14x Regular
Buildings



1x Expanded
Building



20x Citizen models
(2 types)

EXPANSION III: THE SMUGGLER



1x Role tile
(Smuggler)

EXPANSION IV: THE FESTIVAL



1x Festival board

EXPANSION V: FESTIVAL ACTIVITIES



12x Festival cards

EXPANSION VI: ACHIEVEMENTS



30x Achievement cards

STANDARD EDITION COMPONENTS

(THESE COMPONENTS REPLACE THEIR CORRESPONDING COUNTERPARTS FROM THE SPECIAL EDITION).



1x Cardboard
Governor marker



100x Wooden Workers



20x Wooden
Citizens



1x Plastic base



51x Cardboard
Coins



50x Wooden Good
Crates



3x Cardboard double-sided Ships

OBJECTIVE OF THE GAME

The objective of the game is to earn the most Victory Points by strategically governing the idyllic island of Puerto Rico. Players take turns acting as a Planter, Builder, Recruiter, Craftsman, Trader, Captain, or Adventurer. While each player has the chance to perform the Role's action, only the player who chooses the specific Role on their turn benefits from the Advantage associated with it. Be wary of your adversaries: sometimes choosing a Role will benefit others more than it benefits you. Over the course of several rounds, players must adapt to constantly changing conditions to maintain their edge over the other players.

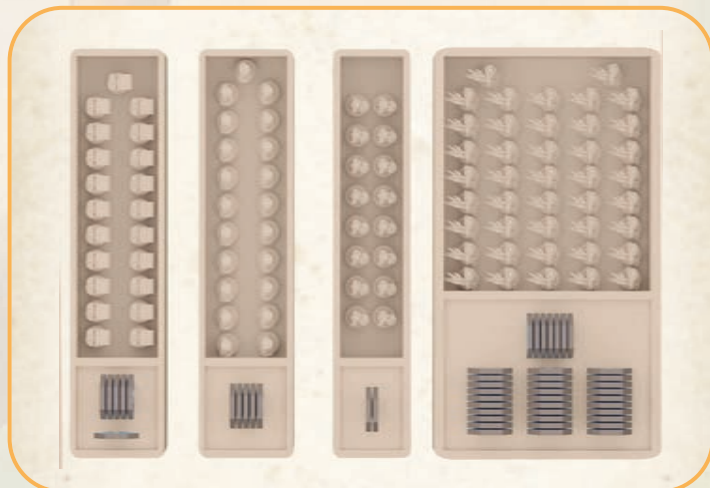
OBJECTIVE OF THE GAME:

The objective of the game is to earn the most Victory Points by developing your part of the island.

Whoever has the most Victory Points at the end of the game wins.

GAME SETUP (BASIC GAME: 3 TO 5 PLAYERS)

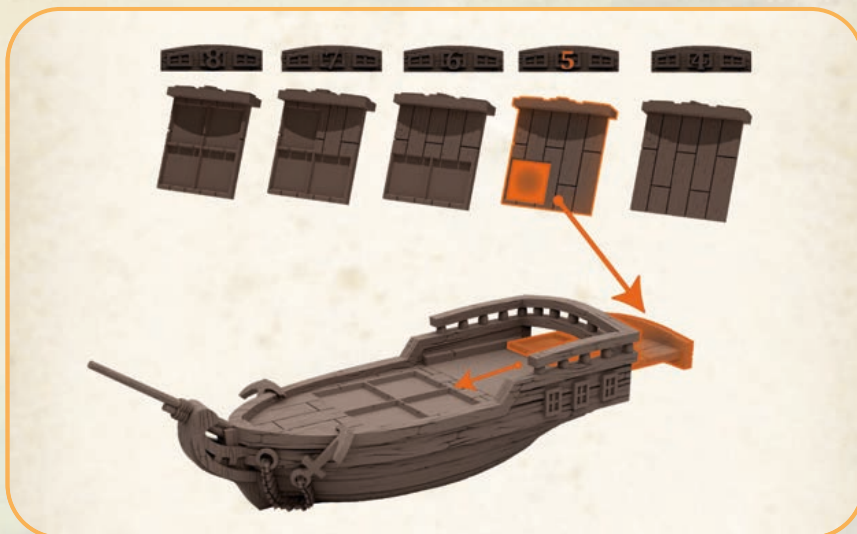
- 1 Place the **Main board** in the middle of the table.
- 2 Place the Building tray near the Main board.
- 3 Place the Resource tray near the Main board.
- 4 Place the Work Register and Trading House models on their spaces on the Main board.
- 5 Place the VP & Workers trays near the Main board. Make sure that you are using trays suitable for the number of players in the game.
 - **3-player game:** trays marked with 2 🧑 and 3 🧑 for a total of 75 VP & 58 Workers.
 - **4-player game:** trays marked with 2 🧑, 3 🧑 and 4 🧑 for a total of 100 VP & 79 Workers.
 - **5-player game:** trays marked with 2 🧑, 3 🧑, 4 🧑 and 5 🧑 for a total of 126 VP & 100 Workers.
- 6 Take 3, 4, or 5 Workers (equal to the number of players) from the VP & Workers tray and place them on the Work Register slot.
- 7 Place the Estate bag near the Main board and put all Estate tiles into the Estate bag.



EXAMPLE OF A MAIN BOARD SETUP FOR A 3-PLAYER GAME



- ⑧ Randomly draw 4, 5, or 6 Estate tiles (one more than the number of players) from the Estate bag and place them on the Main board.
- ⑨ Place all 8 Quarry tiles face-up in a stack on the Main board.
- ⑩ Place Role tiles on the board face-up.
 - **3-player game:** 6 tiles (all except the 2 Adventurers)
 - **4-player game:** 7 tiles (all except 1 Adventurer)
 - **5-player game:** all 8 tiles
- ⑪ Insert the Cargo Ship decks into the Ship models according to the number of players. Then place the Ships in the designated slots on the Main board.
 - **3-player game:** decks marked with numbers 4, 5, and 6
 - **4-player game:** decks marked with numbers 5, 6, and 7
 - **5-player game:** decks marked with numbers 6, 7, and 8



GAMEPLAY

TURN AND ROLES

Puerto Rico is played over several rounds. During each round, starting with the Governor (the player with the Governor marker) each player will select one of the available Role tiles, placing it near their Player board, **assuming the Role for that phase**. If a player selects a Role tile with Coins on it, they gain those Coins.

Once a Role is chosen, its phase begins. Starting with the player who selected the Role and proceeding clockwise, each player has the opportunity to perform the action associated with that Role. Additionally, the player, who selected the Role, may use the Advantage bonus of the selected Role, which may modify the action or provide an additional reward.

All actions and Advantage bonuses (with the exception of the Captain Role) are optional and any player may decide to not use them.

Then, the player to the left of the one who previously chose the role selects one of the remaining Roles (taking Coins if applicable), places it near their Player board, and performs the associated action (and Advantage). In clockwise order, each other player performs actions related to that Role. This process repeats until all players have chosen a Role tile and all Role phases have ended, marking the end of the round.

At the end of the round, the Governor places one Coin from the supply on each Role tile not selected during the round. All players return their Role tiles to the Main board. The player to the left of the current Governor then receives the Governor marker and becomes the new Governor for the next round.

The game continues until one of the endgame conditions is met (see page 17).



CONCEPTS

In the Puerto Rico 1897 Special Edition, there are a number of keywords that will be essential for understanding the rest of the rulebook.

All Goods, Buildings, and Countryside tiles are limited. If they run out, players cannot acquire them any more.

Countryside: The upper section of the Player board, where you place the Countryside tile, which consists of Estate tiles, Quarries, and Forests.

Discard: Remove a component from your Player board and place it in the discard pile next to the Main board. It will not be used again in the current game unless specified otherwise.

Estate: A type of Countryside tile, including Corn Estates, Fruit Estates, Sugar Estates, Tobacco Estates, and Coffee Estates.

Expanded Building: A Building that occupies two Building slots.

Load: Move a Crate of Goods from your Player board and place it in an empty slot on any Cargo Ship or on Personal Ship.

Regular Building: A Building that occupies one Building slot.

Repopulate: Place a number of Workers in the Work Register based on the total number of empty slots in Buildings on all Player boards.

Return: Remove a component from your Player board and place it back into the supply.

Sell: Move a Crate of Goods from your Player board and place it in an empty slot on a Trading House to earn a listed amount of Coins.

Store: Retain a specified number of Crates of Goods on your Player board after the Captain phase. You can use them in future turns.

Supply: A designated area for storing game elements, which includes a Resource Tray for Coins and Goods, and trays for Workers and VP tokens.

VP (Victory Points): At the end of the game, the player with the most VPs is declared the winner.

GAMEPLAY

At the beginning of each round the Governor takes their turn by choosing a Role tile and performs its action and Advantage. In clockwise order, all other players perform that action (without the Advantage).

Then, the player to the left of the one who previously chose the role selects one of the remaining Roles and performs the associated action (and Advantage). In clockwise order, all other players perform actions related to that Role.

After each player has chosen a Role tile and all players have performed the Roles' actions, the round is over.

End of round:

Place 1 Coin on each of the Role tiles not chosen during this round.

Return all the Role tiles to the Main board.

Pass the Governor marker to the left.



🛖 PLANTER (DEVELOP THE COUNTRYSIDE)

Starting with the Planter and proceeding in clockwise order each player may take one of the face-up Estate tiles on the Main board and place it on their Player board. The Planter may use their Advantage to select a Quarry tile **instead** of one of the face-up Estate tiles on the Main board.

Countryside tiles can be placed on any empty Countryside space. Once placed, a tile can be moved, but not removed, from a Player board. (The arrangement of the tiles on the Player board has no impact on gameplay.)

When all players have completed or skipped this action, the Planter discards all remaining Estate tiles. Then they draw Estate tiles from the Estate bag equal to the number of players +1 and place them in Estate slots on the Main board. If the Estate tiles run out during the game, return all discarded Estate tiles back to the Estate bag. If the discard pile also runs out, players can still choose this Role (for example, to gain Coins from it) but cannot perform its action.

Notes:

- When all 12 Countryside slots on a Player board are filled, that player may still choose the Planter Role but they may not perform the Planter action.
- When the Quarry tiles run out, the Planter can no longer use their Advantage and the Builder's Yard owner may no longer use its function.
- The following Buildings have a function that activates during the Planter phase (you can find more detailed info in *The Buildings and chosen Expansions* sections): Builder's Yard, Hacienda, Hospital, Lumberyard, Publishing House, Park Authority.

👤 RECRUITER (RECRUIT WORKERS)

The Estate, Quarry, and Building tiles have 1–3 Worker slots. Exactly 1 Worker can be placed on each of these slots. If 1 or more Workers are placed on the tile, it is considered occupied. Only occupied tiles are considered active.

The Recruiter takes 1 Worker from the supply (not from the Work Register) per their Advantage. Then, starting with the Recruiter and proceeding in clockwise order, each player takes 1 Worker from the Work Register. This repeats until no Workers remain in the Work Register. Note that this may result in players gaining a different number of Workers.

During the Recruiter phase, players place Workers (obtained in the current or any prior phase) on any empty Worker slot on Quarry, Estate, or Building tiles. They may also move Workers placed in previous rounds to different tiles. If a player runs out of empty slots on their Player board, all remaining Workers are placed on their portrait. They can be placed on slots during a future Recruiter phase.

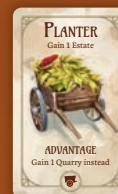
When all players have completed this action, the Recruiter repopulates the Work Register. They count the number of empty Worker slots on the Building tiles (not Estate or Quarry tiles) on all Player boards. Then they add that number of Workers from the supply to the Work Register. The Recruiter must add at least as many Workers as there are players in the game, even if there are fewer empty slots on Buildings on Player boards.

Example for a 4-player game:

At the beginning of the Recruiter phase, there are 6 Workers in the Work Register. Firstly, the Recruiter gains 1 Worker directly from the supply due to their Advantage. Then, they gain one Worker from the Work Register.

The 2nd player then gains a Worker from the Work Register, followed by the 3rd and 4th players.

Since all players have already gained a Worker from the Work Register, the selection starts over: the Recruiter gains another Worker from the Work Register, followed by the 2nd player.



Action: Take 1 of the face-up Estate tiles and place it on one of your Player board's Countryside slots.

Advantage: You may take a Quarry tile instead of an Estate tile.

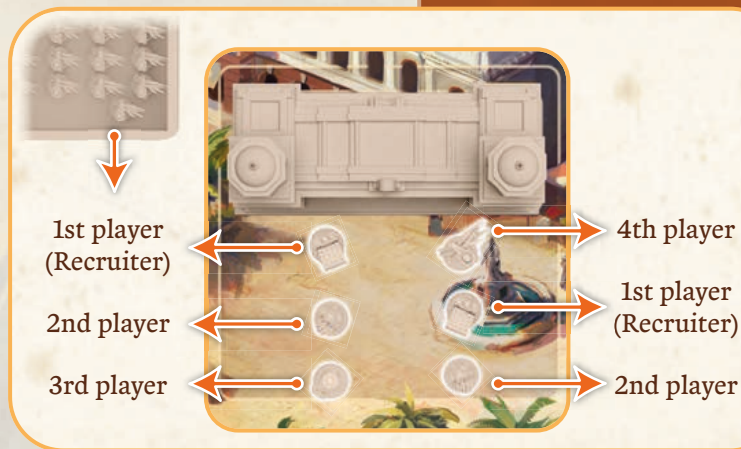
At the end of the Planter phase, draw Estate tiles from the Estate bag equal to the number of players +1 and place them in Estate slots on the Main board.



Action: Each player gains 1 Worker from the Work Register starting with the Recruiter and going clockwise until all Workers are gone. Then place or move all your Workers.

Advantage: Take 1 additional Worker from the supply at the start of the phase.

At the end of the Recruiter phase, repopulate the Work Register.



There are no more Workers in the Work Register. At this point, the Recruiter has gained a total of 3 Workers (including the initial Worker from the supply).

- The 2nd player finishes with 2 Workers.
- The 3rd and 4th players each end up with a total of 1 Worker, having only participated in the first round of selection.

Notes:

- Workers may only be placed or moved between tiles during the Recruiter phase.
- Players cannot voluntarily move their Workers from the Worker slots to their Portrait on the Player Board.
- Players add and move their Workers simultaneously unless any player prefers to do so in clockwise order starting with the Recruiter.
- If there are no more Workers available in the Worker supply, the Recruiter is unable to use their Advantage and may only use the Role's action.
- If there are not enough Workers to repopulate the Work Register, the game ends after this Recruiter phase.
- The following Buildings have a function that activates during the Recruiter phase (you can find more detailed info in The Buildings and chosen Expansions sections): Publishing House, Villa.

BUILDER (DEVELOP BUILDINGS)

Starting with the Builder and proceeding in clockwise order, each player may build 1 Building by paying its price in Coins and placing it on their Player board. The Builder pays 1 Coin less.

A player cannot build a Building they already have. Building tiles can be placed on any empty Building slot. Expanded Buildings require 2 adjacent empty slots. Once placed, a tile can be moved, but not removed from a Player board.

(The arrangement of the tiles has no impact on gameplay.) See The Buildings section on page 18 for more information on each Building's unique function.

Quarry Discount

During the Builder phase, for each occupied Quarry, the player pays 1 Coin less for the Building with the following limitations: the cost of Buildings worth 1 VP can only be reduced using a maximum of 1 Quarry (-1 Coin), Buildings worth 2 VP by 2 Quarries (-2 Coins), Buildings worth 3 VP by 3 Quarries (-3 Coins), and expanded Buildings by 4 Quarries (-4 Coins).

Example: A player with 3 occupied Quarries could pay the following Building costs: Builder's Yard (1 VP Building costing 2 Coins) for 1 Coin, Office (2 VP Building costing 5 Coins) for 3 Coins, Harbor (3 VP Building costing 8 Coins) for 5 Coins, City Hall (expanded Building costing 10 Coins) for 7 Coins.

Notes:

- The Builder Advantage allows you to pay less for a Building, but the Builder doesn't gain a Coin if they choose to build nothing.
- It is not possible to build on more than 12 Building slots. You can't build an expanded Building if you only have 1 empty Building slot.
- If one or more players fill all 12 Building slots on their Player board, the game ends after this Builder phase.
- The following Buildings have a function that activates during the Builder phase (you can find more detailed info in The Buildings and chosen Expansions sections): School, Hidden Market, Church, Publishing House, Notary.



Action:

Build 1 Building.

Advantage: Pay

1 Coin less than the Building's cost.



CRAFTSMAN (PRODUCE GOODS)

Starting with the Craftsman and proceeding in clockwise order each player may take Goods from the supply according to their production ability (described below) and place the collected Crates on their Player board. When all players have completed this action, the Craftsman may use their Advantage to take 1 additional Crate of one Good they produced during that phase.

Production Ability

A player's production ability is determined by how many occupied Estates and Production Buildings are on their Player board. For each occupied Corn Estate, take 1 Crate of Corn. For Fruit, Sugar, Tobacco, and Coffee, take 1 Crate for each pair of Workers on an Estate and matching Production Building.



Action: Gain Goods from the supply.

Advantage: Gain 1 additional Crate of one Good you produced at the end of the phase.

Note: The Craftsman is the riskiest Role in the game. Be careful not to help your opponents more than yourself when choosing this Role!



Example:

The player produces the following Crates of Goods:

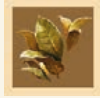
- ① 2 Crates of Corn – the third Corn Estate is not occupied
- ② 1 Crate of Tobacco – the second Worker slot of the Large Tobacco Storage Building is not occupied
- ③ 3 Crates of Sugar – the fourth Sugar Estate is not occupied

Notes:

- Goods are limited. If the supply of Goods that a player can produce is used up, the player cannot gain those Goods.
- If the Craftsman does not produce any Goods, they do not receive the Advantage.
- Having an occupied Factory allows a player to gain Coins when they produce more than 1 type of Goods.
- The following Buildings have a function that activates during the Craftsman phase (you can find more detailed info in *The Buildings and chosen Expansions* sections): All Production Buildings, Factory, Canal, Distillery, Chapel, Publishing House.

TRADER (SELL GOODS)

Starting with the Trader and proceeding in clockwise order, each player may sell 1 Crate of Goods from their Player board to the Trading House. They take a Crate of Goods of their choice from their Player board, place it in one of the empty slots on the Trading House and gain Coins depending on the Goods sold:

Corn	Fruit	Sugar	Tobacco	Coffee
				
				

You can also find information about the prices of Goods on the Main board under the Trading House.

The Trader gains 1 additional Coin if they sell anything. Players place gained Coins on their Player board.

The following restrictions are imposed during the Trader phase:

- There cannot be more than 1 of each type of Goods in the Trading House at a time, unless the player has an occupied Office.
- The Trading House has 4 Crate slots. Once it is full, any remaining players must skip their action. At the end of phase, if the Trading House is full, the Trader empties it by returning all 4 Crates to the supply. If it is not full, the Goods remain in the Trading House for the next Trader phase.



Notes:

- If the Trader does not sell anything, they do not gain the 1 Coin Advantage.
- A player can sell Corn to the Trading House even if they won't gain any Coins from the action.
- The following Buildings have a function that activates during the Trader phase (you can find more detailed info in The Buildings and chosen Expansions sections): Small Market, Large Market, Office, Hidden Market, Merchant's Outpost, Zoning Office, Publishing House.



Action: Sell 1 Crate of Goods to the Trading House.

Advantage: Gain 1 additional Coin from selling.

The Trading House only accepts types of Goods it does not already have, unless the player has an occupied Office.

If the Trading House is full at the end of the Trader phase, **return Crates to the supply.**

⚓ CAPTAIN (SHIP GOODS)

Starting with the Captain and proceeding in clockwise order, each player loads as many Crates as they can of 1 chosen Good onto 1 of the Cargo Ships. This action is **mandatory** and can only be skipped if the player can't load any Goods on Cargo Ships (according to the loading rules below). Loading continues until none of players can load any more Crates. After that, all players perform Goods Storing.

Lastly, the Captain returns all Crates from each full Cargo Ship to the supply. All partially loaded Cargo Ships keep the Crates for the next Captain phase. As a result, players are subject to significantly more restrictions in the next Captain phase, as capacity and type of Goods will be predetermined for some Cargo Ships.



Loading Ships

- Each Cargo Ship can only carry Goods of 1 type. For example, a Cargo Ship may not hold both Fruit and Tobacco.
- Different Cargo Ships cannot be loaded with the same type of Goods. For example, if one Cargo Ship is loaded with Corn, none of the other Cargo Ships can carry Corn.
- A player may choose any Goods they have to load, regardless of how many Crates they have or what type.
- If a player can choose between 2 or more Cargo Ships, they must choose the one that allows them to send the most Crates of their chosen Goods type.
- Crates cannot be loaded onto full Cargo Ships.

Victory Points

Players gain 1 VP for each Crate they loaded. If the Captain loaded at least 1 Crate, they **must** gain 1 extra VP. Unlike Goods and Coins, VP tokens may be concealed by placing them face down on the Player board. Players should trade five 1 VP tokens for one 5 VP token when possible.

Goods Storing

Each player may only store 1 chosen Crate on their Player board at the end of the Captain phase, unless the player has any occupied Warehouse. All remaining Crates spoil and are returned to the supply.



Action: Each player loads all Crates (if possible) of 1 type of Goods starting with the Captain and going clockwise, until no more Goods can be loaded.

Advantage: Gain 1 VP if you loaded anything.

Each Cargo Ship can only carry 1 type of Goods and cannot carry a type of Goods already loaded onto another Cargo Ship.

The Captain phase ends only when all players have loaded everything possible, as per game rules, at which point the **full Cargo Ships are emptied**.

Remember that players can **only keep 1 Crate** after the end of the phase.

Notes:

- Goods Storing happens only at the end of the Captain phase.
- If the last VP token is taken during the Captain phase, the game ends after this Captain phase.
- The following Buildings have a function that activates during the Captain phase (you can find more detailed info in The Buildings and chosen Expansions sections): Small Warehouse, Large Warehouse, Harbor, Wharf, Storehouse, Small Wharf, Lighthouse, Publishing House, Assembly Hall, Pension Office.



Example for a 4-player game:

Anna is the Captain. She has 2 Corn and 6 Sugar. The 5-slot and 7-slot Ships are empty and the 6-slot Ship is already half-full with Corn. Anna has to decide between loading her 2 Corn or her 6 Sugar. She chooses to load her Sugar and loads the 6 Crates onto the 7-slot Ship **1**. (She could not use the 5-slot Ship because there was another empty Ship large enough to accommodate more of her Sugar.) She gains 7 Victory Points (6 VP +1 VP from the Captain's Advantage).

It's time for Benno. He has 2 Sugar and 3 Tobacco. He chooses to load the Sugar and loads 1 Crate onto the 7-Crate-slots Sugar Cargo Ship **2**. (He chose to keep the Tobacco to sell to the Trading House in a later Round.) He gains 1 VP.

Now it's Clara. She has 2 Corn and 1 Tobacco. She chooses to load the Tobacco and loads it on the 5-slot Ship **3**. She gains 1 VP.

Donni's next. He has 1 Corn and 5 Fruit. He has to load the Corn on the 6-slot Ship and gains 1 VP **4**.



It's Anna again. She loads her 2 Corn onto the 6-slot Ship and gains 2 VP. Anna has already received the additional Victory Point for the Captain's Advantage, so she does not receive it again. **5**.

Benno now has no choice but to load his 3 Tobacco onto the 5-slot Ship. He gains 3 VP **6**.



Clara, Donni, Anna, and Benno are no longer able to load any of their Goods. The first part of the Captain phase is complete and Good Storing steps begins. Each player may only store 1 chosen Crate on their Player board. Anna has 0 Crates and Benno has already 1 Crate left and do not have to discard anything. Clara has 2 Crates of Corn and has to discard one of them to the supply **7**. Donni has 5 Crates of Fruits but he also has a Small Warehouse Building which allows to store all Crates of 1 type of Good so he doesn't have to discard anything **8**. Then, the full 6-Crate-slots and 7-Crate-slots Ships are emptied **9**. The partially full 5-slot Ship remains for the next Captain phase.

ADVENTURER (GAIN COIN)

The Adventurer gains 1 Coin. This Role has no action associated with it, therefore other players do nothing.

A NEW ROUND

After the last player's turn has been completed, the Governor places 1 Coin from the supply on each of the unchosen Role tiles. All players return their Role tiles to the Main board. The player to the left of the Governor takes the Governor marker and becomes the new Governor for the next round. The Governor chooses any Role tile and play continues as above.

ENDING THE GAME

The game ends at the end of the phase when one of the following conditions is met:

- There are not enough Workers to repopulate the Work Register at the end of the Recruiter phase.
- One or more players fills all 12 Building slots on their Player board.
- The last VP token is taken during the Captain phase. If the last VP token was taken during a different phase, players continue the game until the end of the next Captain phase. Players can use any way they like (e.g., pen and paper) to keep track of VP gained after the last VP token is taken.

After completing the phase, the game is over. Each player counts their Victory Points by adding:

- The value of their VP tokens, including those gained after the last VP token is taken.
- The VP shown on each of their Buildings, whether that Building is occupied or unoccupied (the white number in the blue hexagon).
- The bonus VP scored from any occupied expanded Buildings.

The player with the most Victory Points is the winner. If 2 or more players tie, the winner is the player with the most total Coins and Goods Crates. If there's still a tie, the players share the victory.



Action: None

Advantage:
Gain 1 Coin.

End of the Round:

Place 1 Coin on each of the unchosen Role tiles. Return all the Role tiles to the Main board. Pass the Governor marker to the left.

Ending the Game

The game ends at the end of the phase when there are not enough Workers to repopulate the Work Register, a player has built on all 12 of their Building slots, or all the VP tokens are taken.

Each player adds up their total VP tokens + the VP of their Buildings + the extra VP of any occupied expanded Buildings.

The player with the most Victory Points wins!



THE BUILDINGS



The following rules apply to all Buildings:

- Players cannot build a Building they already have.
- A Building is considered occupied as soon as at least 1 Worker is in its slot. Players may only use the functions of occupied Buildings.
- The placement of Buildings has no significance, and players may rearrange Buildings to accommodate expanded Buildings. However, Buildings may not be removed from the Player board.
- The number in the blue hexagon at the top right of each Building indicates how many Victory Points it scores at the end of the game, whether the Building is occupied or not.
- The number in the silver circle at the top right of each Building indicates its cost.

REGULAR PRODUCTION BUILDINGS

	Corn (it has no Production Building but there is an Estate bearing this color)
	Fruits
	Sugar
	Tobacco
	Coffee

Production Buildings allows a player to produce Fruit, Sugar, Tobacco, and Coffee during the Craftsman phase.

The Buildings

Each Building may only be built once per player.

Only occupied Buildings may use their functions.

Production Buildings



Corn has no Production Building.

To produce Goods players need an occupied Estate and a corresponding occupied Production Building:

- *Small/Large Fruit Depots* are required to produce Fruit with Fruit Estates (green stripe)
- *Small/Large Sugar Mills* are required to produce Sugar with Sugar Estates (white stripe)
- *Large Tobacco Storages* are required to produce Tobacco with Tobacco Estates (brown stripe)
- *Large Coffee Roasters* are required to produce Coffee with Coffee Estates (black stripe)
- Corn doesn't have a matching Production Building and is produced directly from the Estates. Every occupied Corn Estate (yellow stripe) produces 1 Crate of Corn during the Craftsman phase.

REGULAR COMMERCIAL BUILDINGS



Commercial Building

A Commercial Building allows a player to perform a function outside the standard game rules. The function is used either during a specific phase, indicated by the icon on the left under the Building's name, or at the end of the game. Building functions are only available if the Building is occupied.

Functions of Buildings are NOT mandatory and unless otherwise stated they are an additional bonus to the standard actions of a phase.

For Example: A Small Warehouse allows you to store all Crates of 1 Good during the Captain phase. This is in addition to the standard 1 stored Crate.

Small Market

During the Trader phase, if the owner of an occupied *Small Market* sells a Good to the Trading House, they gain 1 extra Coin.

Example: The Trader sells 1 Crate of Corn (with base Coin value of 0) and gains 2 Coins.

Builder's Yard

During the Planter phase, the owner of an occupied *Builder's Yard* may gain a Quarry rather than an Estate.

This function does not allow them to take a second Quarry if they are the Planter, nor when using the *Hacienda* function.

Hacienda

During the Planter phase, the owner of an occupied *Hacienda* may gain 1 random Estate tile from the Estate bag before they take their standard Planter action.

If a Player chooses to perform this function, they must immediately place the Estate tile on one of their Countryside spaces. They may not discard it. Then they may take their standard action.

Note: If the Hacienda owner owns an occupied Builder's Yard, they may not take a Quarry tile instead of the Hacienda's Estate.

Commercial Buildings

have functions outside the basic rules set. The functions do not have to be used.



Gain 1 Coin whenever you sell.



Gain a Quarry instead of an Estate.



Gain 1 Estate from the bag before taking the usual one.

Small Warehouse

At the end of the Captain phase, during Goods Storing, the owner of an occupied *Small Warehouse* may store all Crates of 1 type of Goods, in addition to the 1 Crate that each player may store.

The *Small Warehouse* owner is still required to load all Crates of Goods that they can during the Captain phase.

Hospital

During the Planter phase, if the owner of an occupied *Hospital* gains an Estate or Quarry, they may gain 1 Worker from the supply (not the Work Register) and place it on that tile.

They may not place the Worker on any other tile. If there are no more Workers in the supply, they may gain the Worker from the Work Register. If there are no more Workers in the Work Register they cannot use the *Hospital* function.

Note: If the Hospital owner also owns a Hacienda, they may place the Worker on either one of the two tiles they placed. They do not gain a second Worker.

Office

During the Trader phase, the owner of an occupied *Office* may sell a type of Goods that's already present in the Trading House. The *Office* owner can still only sell 1 Crate. If the Trading House is full, they may not sell the Goods.

Example: If there is a Sugar Crate in the Trading House and a player has an occupied Office, they may sell a second Sugar Crate to the Trading House. If another occupied Office owner wishes to, they may also sell a Sugar Crate to the Trading House if there's an empty slot.

Large Market

During the Trader phase, if the owner of an occupied *Large Market* sells a Good to the Trading House, they gain 2 extra Coins.

Note: Small and Large Market bonuses are cumulative for a total of 3 extra Coins.

Large Warehouse

At the end of the Captain phase, during Goods Storing, the owner of an occupied *Large Warehouse* may store all Crates of 2 types of Goods, in addition to the 1 Crate that all players may store.

The *Large Warehouse* owner is still required to load all Crates of Goods that they can during the Captain phase.

Note: If the Large Warehouse owner also owns an occupied Small Warehouse, they may store all Crates of 3 types of Goods, plus the 1 Crate.

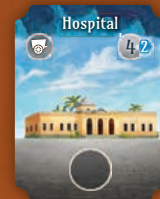
Factory

During the Craftsman phase, if the owner of an occupied *Factory* produces more than 1 type of Goods (regardless of the number of Crates they produce of the given Goods), they additionally gain Coins. If they produce 2 types of Goods, they gain 1 Coin. For 3 types of Goods, they gain 2 Coins; for 4 types of Goods, they gain 3 Coins; and for all 5 types of Goods, they gain 5 Coins.

Example: A player has an occupied Factory, and in the Craftsman phase, they produce 3 Corn, 1 Coffee, and 2 Fruit Crates. They gain 2 Coins from the supply for producing 3 different types of Goods.



Store all Crates of 1 Goods type.



Gained Countryside tiles come with 1 Worker from the supply.



You may sell a Good that is already present in the Trading House.



Gain 2 Coins whenever you sell.



Store all Crates of 2 Goods types.



Gain 1/2/3/5 Coins if you produce 2/3/4/5 different Goods.

School

During the Builder phase, if the owner of an occupied *School* builds a Building, they may gain 1 Worker from the supply (not the Work Register) and place it on the newly built tile.

The player gains only 1 Worker, even if they build a Building with more than 1 Worker slot. If there are no more Workers in the supply, they may gain the Worker from the Work Register. If there are no more Workers in the Work Register they cannot use the *School* function.

Harbor

During the Captain phase, the owner of an occupied *Harbor* gains 1 extra VP token each time they load Goods onto any Ship (regardless of the number of loaded Crates).

Example: The owner of an occupied Harbor and occupied Wharf can only load 3 of their 5 Tobacco Crates on the Tobacco Cargo Ship since there are no more empty Crate slots on this Ship. It is now full. For this, they gain 3 + 1 VP. Later on, during the same Captain phase, they load 2 Sugar onto the Sugar Cargo Ship – 2 + 1 VP. Then, they use their Wharf and put the 2 remaining Tobacco Crates on their Personal Ship – 2 +1 VP. In one Captain phase, the owner has gained 3 extra VP from their Harbor.

Wharf

After building a *Wharf* its owner gains a Personal Ship token. At any time during the Captain phase, the owner of an occupied *Wharf* may choose to load all Crates of any 1 type of Goods onto their Personal Ship rather than a Cargo Ship, gaining 1 VP for each loaded Crate.

The player may choose when during the Captain phase to use their Personal Ship, but it can only be used once per Captain phase. They may put any type of Goods they want onto their Personal Ship – including a type already on a Cargo Ship – but they must load **all** Crates of that Good (Personal Ships have no Goods limit). All Crates loaded onto the Personal Ship are returned to the supply at the end of the Captain phase.

EXPANDED COMMERCIAL BUILDINGS

Expanded Buildings on a Player board are worth 4 Victory Points. If an expanded Building is occupied at the end of the game, its function can also provide extra VP. Although they take 2 Building slots, they are each considered 1 Building.

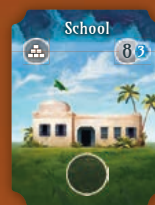
Fire Station

At the end of the game, the owner of an occupied *Fire Station* scores 1 VP for each Small Production Building (*Small Fruit Depot* or *Small Sugar Mill*) on their Player board, and 2 VP for each Large Production Building (*Large Fruit Depot*, *Large Sugar Mill*, *Large Tobacco Storage*, or *Large Coffee Roaster*) on their Player board.

Example: At the end of the game, the owner of an occupied Fire Station has a Small Fruit Depot, a Large Fruit Depot, a Large Coffee Roaster, and a Large Sugar Mill. They score an additional 7 VP.

Residence

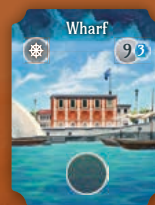
At the end of the game, the owner of an occupied *Residence* scores VP for the number of Countryside tiles they own. For 1–9 tiles, they gain 4 VP, for 10 they gain 5 VP, for 11 they gain 6 VP, and for all 12 they gain 7 VP.



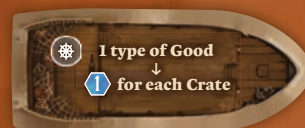
Built Buildings come with 1 Worker from the supply.



Gain 1 VP whenever you load Goods onto a Ship.



Gain a Personal Ship token that allows you to load all Crates of one type of Goods (once per phase).



Score 1/2 VP for each Small/Large Production Building you have.



Score 4/5/6/7 VP if you have 1-9/10/11/12 Countryside tiles.

Fortress

At the end of the game, the owner of an occupied *Fortress* scores 1 VP for every 3 Workers they have.

Example: At the end of the game, the owner of an occupied Fortress has a total of 22 Workers on their Estates, Quarries, Buildings and portrait. They score an additional 7 VP.

Customs House

At the end of the game, the owner of an occupied *Customs House* scores 1 VP for every 4 VP on tokens they gained during the game. The player does not count VP scored during the end-game scoring (such as VP for Buildings and additional VP from expanded Buildings).

Example: At the end of the game, the owner of an occupied Customs House has 30 total VP on tokens, so they score an additional 7 VP.

City Hall

At the end of the game, the owner of an occupied *City Hall* scores 1 VP for each Commercial Building on their Player board, including the *City Hall* itself.

Example: At the end of the game, the owner of an occupied City Hall additionally has a Builder's Yard, a Hospital, a Large Market, a Factory, a School, and a Customs House. They score an additional 7 VP.

2-PLAYER GAME

Below are the original rules introduced in *Puerto Rico 1897* for 2-player games. The *Special Edition* introduces a new way to play with two players, using *Puertoma*, a virtual player, for increased interaction and more intense gameplay. You can find its rules on page 33.

When playing classic version of a 2-player game all rules remain the same as in the basic game, with the following changes:

GAME SETUP

- Place only 1 of each Commercial Building and 2 of each Production Building in the Building tray and remove the rest from the game
- Use the VP & Workers tray suitable for a 2-player game (65 VP tokens & 42 Workers)
- Take 2 Workers (equal to the number of players) from the supply and place them on the Work Register slot
- Remove 3 Corn, Fruit, Sugar, Tobacco, Coffee, and Quarry tiles from the game (remove them from the Resource tray). Then, randomly draw 3 Estate tiles (one more than the number of players) and place them on the Main board
- Use 7 Role tiles (all tiles except 1 Adventurer)
- Use only two Cargo Ships: use decks marked with numbers 4 and 6
- Remove 2 Crates of each type of Goods from the game
- Each player gains 1 Player board, 3 Coins, and 1 Estate tile (the starting player gains a Fruit Estate tile; the second player gains a Corn Estate tile)

GAMEPLAY

The Governor begins by choosing a Role tile, and play continues as in the basic game. In the 2-player game, each player chooses 3 Roles per round. The first player chooses a Role, performs the action and uses the Advantage, then the other player performs the action of that Role. After that, the second player chooses a Role, performs the action and uses the Advantage, followed by the first player performing the action for that Role. Once each player has chosen and played 3 Roles, the round ends. The Governor then places 1 Coin from the supply on the remaining Role tile, and the players return the used Role tiles to the Main board. The Governor hands over the Governor marker to the other player, and the next round starts.



Score 1 VP for every 3 Workers you have.



Score 1 VP for every 4 VP tokens you have.



Score 1 VP for each Commercial Building you have.

EXPANSIONS

EXPANSION I: NEW BUILDINGS

All rules remain the same, with the following exceptions:

GAME SETUP

Remove all Commercial Buildings from the Building tray but leave all Production Buildings there (they remain the same in every game).

Then the starting player selects any 1 Commercial Building from those available (regular and expanded Commercial Buildings from the base game and any chosen expansions) and places it in an empty slot on the Building tray with the Building cost corresponding to the number printed on the bottom of that slot. Place both tiles of the same regular Commercial Building in the same slot.

Then, the next player chooses a Commercial Building and places it in the appropriate slot. This continues until all the slots are filled with Commercial Buildings. Return the remaining Buildings to the box.

Note: This means that some Buildings are mutually exclusive. You can't have a game with both a Large Warehouse and Small Wharf (both cost 6 Coins).

REGULAR COMMERCIAL BUILDINGS

Canal

During the Craftsman phase, if the owner of an occupied *Canal* produces at least 1 Crate of Fruit from a *Large Fruit Depot*, they take 1 extra Crate of Fruit. In the same way, if they produce at least 1 Crate of Sugar from a *Large Sugar Mill*, they take 1 extra Crate of Sugar.

The *Canal* has no effect on the *Small Fruit Depot* and the *Small Sugar Mill*.

Lumberyard

If the owner of an occupied *Lumberyard* gains an Estate, they may choose to place it face-down as a Forest on their Countryside slot. Forests can't be occupied and they only provide a bonus to the *Lumberyard* function.

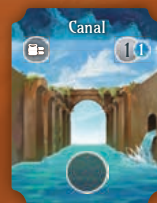
During the Builder phase, for every 2 Forest tiles on their Countryside, the owner of a *Lumberyard* pays 1 Coin less. This reduction may be combined with the Builder Advantage and any Quarry reductions. There is no limit to the number of Forests players can use.

Estate tiles cannot be converted into Forests, or vice versa, once the tile has been placed.

Example: A player owns an occupied Lumberyard, 4 Forests, 2 occupied Quarries, and is also the Builder. They want to build a Large Warehouse (3 VP Building costing 6 Coins). They will only pay 1 Coin (6 – 2 from Forests, – 2 from Quarries, – 1 from the Builder Advantage). If the owner of an occupied Lumberyard also has:

- An occupied Hacienda: they may look at the tile drawn from the Estate bag before deciding whether to use it as a Forest.
- An occupied Hacienda and/or Publishing House: They separately decide for each gained Estate whether they want to turn it into a Forest.
- An occupied Hospital: If they only gained a Forest during this Planter phase they place the Worker gained from the Hospital on their player portrait. If they additionally gained a non-Forest Countryside tile the Worker must be placed on it.

All Buildings from Expansion I: New Buildings have an  in the bottom right corner of their tiles.



Produce 1 additional Crate from *Large Fruit Depot* and *Large Sugar Mill*.



: Gain an Estate face-down as a Forest.
: Pay 1 Coin less for every 2 Forests you have.

Hidden Market

During the Builder phase, a owner of an occupied *Hidden Market* may reduce the cost of a Building by up to 3 Coins by returning 1 Worker, 1 Crate of any Goods, and/or 1 VP to the supply. Each returned resource is worth 1 Coin. A player can only use a *Hidden Market* if they do not have enough Coins to buy the tile (after applying all other cost reductions) – they cannot have any Coins left after building.

Note: A Worker on the Hidden Market tile itself cannot be returned for its own effect.

Storehouse

At the end of the Captain phase, during Goods Storing, the owner of an occupied *Storehouse* may store up to 3 additional Crates of any types of Goods.

The *Storehouse* owner is still required to load all Crates of Goods that they can during the Captain phase.

Bohio

Workers placed on a *Bohio* may be moved to any other Worker slot on any Building or Countryside tile at any moment. That Building's function is then immediately usable, if possible. The Worker must remain on their new tile until the next Recruiter phase.

If the player has 2 Workers on their *Bohio*, they do not need to move them at the same time.

Example: At the end of the Captain phase, the player moves 1 Worker from the Bohio to the Small Warehouse and immediately uses it to store surplus Goods. The player then chooses the Trader Role on their turn and moves the second Worker from the Bohio to the Publishing House, gaining the Trader Advantage twice.

Merchant Outpost

During the Trader phase, the owner of an occupied *Merchant Outpost* can choose to return any 1 Crate (even of a Good already present in the Trading House) to the supply instead of selling to the Trading House to gain its Coin value. If the Trader returns a Crate with this effect they gain 1 additional Coin.

Note: As returning the Crate to the supply is not selling, you won't get any benefits from the Small and Large Market.

Church

The owner of an occupied *Church* gains an additional 1 VP for building a regular Building worth 2 VP or 3 VP, and an additional 2 VP for building an expanded Building. The player does not gain this benefit for building the *Church* itself.

Small Wharf

After building a *Small Wharf* its owner gains a Personal Ship token. At any time during the Captain phase, the owner of an occupied *Small Wharf* may choose to load any number of chosen Crates (even of different Goods) onto their Personal Ship rather than a Cargo Ship. They gain 1 VP for every 2 Crates loaded.

The player may choose when during the Captain phase to use their Personal Ship, but it can only be used once per Captain phase. They may put any type of Goods they want onto their Personal Ship – including multiple types of Goods or types already on Cargo Ships – and as many as they like. All Crates loaded onto the Personal Ship are returned to the supply at the end of the Captain phase.

Note: The owner of an occupied Small Wharf and an occupied Wharf may use both in a single Captain phase.



If you can't afford a Building, return 1 Worker, 1 Crate and/or 1 VP to pay 1 Coin less for each.



Store any 3 Crates.



You may place Workers from a *Bohio* on other slots at any time.



Instead of selling, return 1 Crate to gain its Coin value.

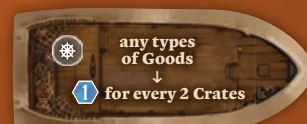
Advantage:
If you return a Crate, gain 1 Coin.



Gain 1 VP whenever you build 2 VP or 3 VP Buildings and 2 VP for 4 VP Buildings.



Gain a Personal Ship token that allows you to load any number of Crates of any types of Goods (once per phase).



⚙️ Lighthouse

During the Captain phase, the owner of an occupied *Lighthouse* gains 1 Coin each time they load Goods onto any Ship (regardless of the number of loaded Crates). The Captain gains 1 additional Coin at the start of the phase, whether or not they load Goods onto a Ship.

🏭 Distillery

During the Craftsman phase, the owner of an occupied *Distillery* gains Coins based on the number of Crates they produce of one type of Goods. They choose the type of Goods they produced the most Crates of (except Corn) (including the additional Good from the Craftsman Advantage) and gain 1 Coin less than that number.

Example: A player owns an occupied Distillery, and in the Craftsman phase, they produce 6 Sugar Crates. They gain 5 Coins from the supply.

(All) Publishing House

When the owner of an occupied *Publishing House* chooses a Role, they double the received Advantage of that Role with following restriction:

If the player chooses the Planter Role, they may take either an Estate or a Quarry tile at the beginning of their turn. After all other players have taken their Estates, they may choose an Estate (not Quarry) tile from the remaining tiles on the Main board.

If the player chooses the Craftsman Role, they may take 2 Crates of the same or different Goods that they produced.

Notes: The Planter with a Publishing House and Hospital may place the Worker on either one of the two tiles they placed. They do not gain a second Worker.

The Planter with a Publishing House and a Builder's Yard may take a Quarry as their second tile.

⚙️ Assembly Hall

At the beginning of the Captain phase, before loading any Goods, the owner of an occupied *Assembly Hall* gains additional VP depending on the number of Crates they have. For every Good, they gain 1 VP for every 2 Crates they have.

Example 1: A player has 3 Crates of Corn, 2 Crates of Fruit, and 1 Crate of Coffee. They gain 2 VP – 1 for the Corn and 1 for the Fruit.

Example 2: A player has 4 Crates of Corn and 2 Crates of Coffee. They gain 3 VP – 2 for the Corn and 1 for the Coffee.

EXPANDED COMMERCIAL BUILDINGS

Monument

At the end of the game, a *Monument* is worth 8 VP instead of the normal 4 VP, but it has no function.

Note: Although the Monument is worth 8 VP, as an expanded building, it grants an additional 2 VP from the Church's effect.

Cathedral

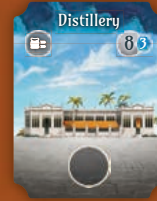
At the end of the game, the owner of an occupied *Cathedral* scores extra VP for every 3 matching Countryside tiles. For a single set of 3, they score 1 VP; for 2 sets of 3, they score 3 VP; for 3 sets of 3, they score 6 VP; and for 4 sets of 3, they score 10 VP.

Example: At the end of the game, the owner of the Cathedral has 6 Forests, 3 Quarries, 2 Corn, and 1 Coffee. Since they have 3 sets of 3, they gain an additional 6 VP.



Gain 1 Coin whenever you load Goods onto a Ship.

Advantage:
Gain 1 Coin.



Gain X-1 Coins for producing X Crates of a chosen non-Corn Good.



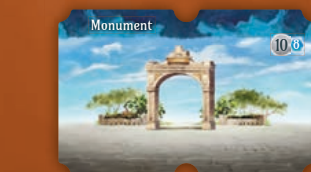
Double the **Advantage** of your chosen Role.

🚗: Gain 1 additional Estate instead of doubling.



When the Captain phase starts:

For every Good, gain 1 VP for every 2 Crates of that Good you have.



This Building has no function, but it scores more VP at the end of the game.



Score 1/3/6/10 VP if you have 1/2/3/4 sets of 3 matching Countryside tiles.

EXPANSION II: CITIZENS

All rules remain the same, with the following exceptions:

GAME SETUP

Remove all Commercial Buildings from the Building tray but leave all Production Buildings there (they remain the same in every game).

Then the starting player selects a *Large Tailor Shop* or any 1 Commercial Building from those available (regular and expanded Commercial Buildings from the base game and any chosen expansions) and places it in an empty slot on the Building tray with the Building cost corresponding to the number printed on the bottom of that slot. Place both tiles of the chosen Building in the same slot.

Then, the next player chooses a *Large Tailor Shop* (if it's still available) or 1 Commercial Building and places it in the appropriate slot. This continues until all the slots are filled with Buildings. Return the remaining Buildings to the box.



Large Tailor Shop
(do not produce Goods
but counts as
a Production Building)

Although the Large Tailor Shop is considered a Production Building, it can be chosen and placed in the appropriate slot like a regular Commercial Building.

Note: Some of the Buildings are mutually exclusive. For example it is not possible to have a game with both a Large Warehouse and Small Wharf (because both cost 6 Coins).

Citizens

Place the VP & Workers tray with 20 Citizens near the Main board.

At the beginning of the game and at the end of each Recruiter phase, put Workers on the Work Register according to the basic game rules, but swap 1 Worker with 1 Citizen from the supply as long as there are Citizens there.

Citizens provide 2 functionalities:

- At the end of the game, each Citizen is worth 1 VP.
- Players may use Citizens just as they would use Workers, except some of the new Buildings which allow using Citizens for a different effect, as described below.

Outside of Buildings from this expansion, if a rule applies to a Worker, it also applies to a Citizen.

END GAME CONDITION CHANGE

Running out of Workers is no longer an endgame condition.

Only a player filling all their Building slots or taking the last VP token ends the game in this expansion.

REGULAR COMMERCIAL BUILDINGS



Zoning Office

 : During the Trader phase, the owner of a Worker-occupied *Zoning Office* may pay 1 Coin to gain 1 random Estate tile from the Estate bag and place it on their Player board.

 : During the Trader phase, the owner of a Citizen-occupied *Zoning Office* may discard any Estate tile from their Player board to gain 1 Coin. If there is a Worker or Citizen on a discarded Estate tile, it is placed on their portrait.

Note: If the owner of a Zoning Office also has a Lumberyard, look at the tile drawn from the Estate bag before deciding whether to use it as a Forest.

All Buildings from Expansion II: Citizens have an  in the bottom right corner of their tiles.

At the start of the game and at the end of each repopulation replace 1 Worker with 1 Citizen in the Work Register.

Being unable to repopulate the Work Register is not a game-ending condition.



Each Citizen is worth 1 VP.



 : Pay 1 Coin to gain 1 Estate from the bag.

 : Discard 1 Estate to gain 1 Coin.

Chapel

 : At the beginning of the Craftsman phase, the owner of a Worker-occupied *Chapel* gains 1 Coin.

 : At the beginning of the Craftsman phase, the owner of a Citizen-occupied *Chapel* gains 1 VP.

Park Authority

 : At the end of the Planter phase, the owner of a Worker-occupied *Park Authority* may discard 1 Estate or Forest tile from their Player board.

 : At the end of the Planter phase, the owner of a Citizen-occupied *Park Authority* gains 2 VP, if they have fewer Countryside tiles than all other players.

Notary

 : During the Builder phase, the owner of a Worker-occupied *Notary* pays 1 Coin less for regular Buildings.

 : During the Builder phase, the owner of a Citizen-occupied *Notary* pays 2 Coins less for expanded Buildings.

Pension Office

At the beginning of the Captain phase, the owner of an occupied (it doesn't matter if it's occupied by a Worker or Citizen) *Pension Office* can return 1 Crate to the supply for 1 VP. This can be done once for each Citizen they have, but each returned Crate must be a different type of Goods.

Villa

At the beginning of the Recruiter phase, the owner of an occupied (it doesn't matter if it's occupied by a Worker or Citizen) *Villa* may gain 1 Citizen from the supply. If there are no Citizens left in the supply, they gain 1 Worker from the supply. If there are no more Citizens or Workers in the supply, they cannot use the *Villa* function. They cannot gain Citizens or Workers from the Work Register.

REGULAR PRODUCTION BUILDINGS

Large Tailor Shop

During the Craftsman phase, the owner of an occupied (it doesn't matter if it's occupied by Worker or Citizen) *Large Tailor Shop* gains 1 Coin for each Citizen they have.

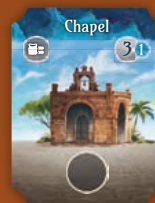
As indicated by the red stripe on the tile, the *Large Tailor Shop* counts as a Large Production Building, for example, for an endgame scoring (see *Fire Station*).

Note: Coins gained from a Large Tailor Shop are NOT Goods. You can't gain an additional Coin from the Craftsman Advantage.

EXPANDED COMMERCIAL BUILDINGS

Town Square

At the end of the game, the owner of an occupied *Town Square* scores 1 additional VP for each Citizen they have, thereby scoring 2 VP for each Citizen no matter where they are located – on a Building, Countryside tile, or the portrait.

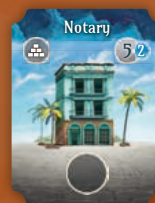


 : Gain 1 Coin.
 : Gain 1 VP.



After the Planter phase:

 : Discard 1 Estate/Forest.
 : If you have the fewest Countryside tiles, gain 2 VP.

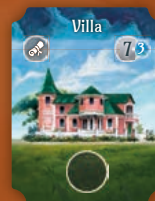


 : Pay 1 Coin less for regular Buildings.
 : Pay 2 Coins less for expanded Buildings.



When the Captain phase starts:

For each Citizen you have, you may return 1 Crate of a different Goods type to gain 1 VP.



Gain 1 Citizen from the supply.



Gain 1 Coin for each Citizen you have.



Score 1 VP for each Citizen you have.

EXPANSION III: THE SMUGGLER

All rules remain the same, with the following exceptions:

During the game setup additionally place the Smuggler Role tile & Smuggler token on the Main board.

When a player chooses the Smuggler Role, they also take the Smuggler token (which prevents them from choosing the Smuggler Role before another player does so). Then, the Smuggler (only the Smuggler) chooses to perform 1 of the following 4 actions.

Raid a Ship:

Take up to 3 Crates of Goods from any 1 Cargo Ship. Return any remaining Crates on that Ship to the supply.

Plunder Trading House:

Return all Crates from the Trading House to the supply. Gain 1 VP for each returned Crate.

Poach Workers:

Reduce the number of Workers in the Work Register to equal the number of players. Gain up to 3 of the reduced Workers and immediately place them on empty Worker slots on Countryside or Building tiles on your Player board. These Workers cannot be stored on your portrait. Discard any remaining reduced Workers.

Capture the Role:

Capture any available Role tile by placing it in front of you. Gain all the Coins from this tile, if any.

Other players may still choose the captured Role, but if they do so the Smuggler gains 3 Coins. If the captured Role has not been chosen by the end of the round, play it as normal, performing the action and Advantage. In clockwise order, each other player may also perform the action.

If the Smuggler Role is not chosen, no Coin is placed on it at the end of the round.



During setup place the Smuggler Role tile and the Smuggler token on the Main board.

When a player chooses the Smuggler Role, they choose one of the 4 actions

to perform.

They also take the Smuggler token. The player with the Smuggler token cannot choose the Smuggler Role.

Do not place a Coin on the Smuggler Role tile at the end of the round.

EXPANSION IV: THE FESTIVAL

An Annual Festival is coming to Puerto Rico! Preparations are already underway, so don't be late: get ready for holiday games and competitions, gather the best fresh ingredients for festive cuisine... and don't forget to put on your Vejigante costume.

SETUP:

Before setting up the game, set the Festival Board next to the Main board as shown (depending on whether you are playing on a board with a vertical or horizontal layout).



Each game with a Festival expansion will have a different set of goals to be achieved. During setup, you need to determine which Estates, Goods and Building will be required in the given game. To do so, follow these steps:

Estates: Take 1 of each Estate (Corn, Fruit, Sugar, Tobacco, and Coffee), and randomly draw 1 Estate to place on the designated space of the Festival board face up. Return the remaining tiles to the Estate bag.

Goods: Take 3 Crates of each type of Goods (Corn, Fruit, Sugar, Tobacco, and Coffee) and randomly draw 3 to place on the designated spaces on the Festival board (1 type may be represented more than once). Return the remaining Crates to the supply.

Building: Take 1 tile of each of the Buildings worth 3 VP presented in the current game (Factory, School, Harbor, and Wharf for the basic game) and randomly draw 1 Building to place on the designated space of the Festival board. Return the remaining tiles to the Building tray.

Note: When playing with Expansion I and/or II first set up which Buildings will be used during the game and then determine the Festival objective.

COMPLETING THE GOALS

Each goal can only be achieved by the first player to complete it. The goals can be achieved in any order.

The Estate Goal is awarded when a player has 3 Estates of the type shown on the Festival board. The player gains 3 Workers from the supply, if available, which can be immediately placed in any available slots on their Player board or on their portrait. When the goal is completed, return the Estate tile from the Festival board back to the Estate bag.

The Goods Goal is awarded when a player produces all the Crates of Goods on the Festival board in the same phase (do NOT return produced Goods to the supply). That player gains 3 Coins. Return the Crates from the Festival board to the supply.

The Building Goal is awarded when a player builds the Building on the Festival board. They gain 3 VP. Return the Building from the Festival board to the Building tray.

EXPANSION V: FESTIVAL CARDS

To play this expansion, use the Festival board from Expansion IV: The Festival.

This expansion introduces Festival cards, representing new, more varied tasks for all players, which could be used when playing with Expansion IV: The Festival.



SETUP

During setup, draw three random Festival cards and place them in the designated slots on the Festival board. They represent new tasks that players can complete.



Festival cards have slots for Estates, Goods, and/or Buildings. Draw the corresponding elements for each card exactly like in the Festival expansion and place them in the appropriate slots.

RULES

The first player to complete a given task receives the reward listed on the card and returns Crates from the card to the supply, Estates to the Estate bag, and Buildings to the Building tray. Then, they flip the completed Festival task card – it is no longer available to other players.

Dispatch: This expansion introduces a new concept called “Dispatch.” It refers to placing the last Crate on a Cargo Ship, thereby fully loading it.

Note: Since Personal Ships don’t have a Crates limit they can’t be fully loaded to fulfill the “Dispatch” condition.

LIST OF FESTIVAL ACTIVITIES CARDS:

Annual Crop Weight-off: Produce at least 3 crates of a given Good (during a single phase) to gain 1 Worker, 1 Coin, and 1 VP.

Carnival Cocktail: Produce at least 1 Crate of three given Goods (during a single phase) to gain 3 Coins.

Closing the Shops Early: Sell the given Good as the last Good to the Trading House (fulfilling it in this way) to gain 2 Workers.

Connoisseur Prize: Have at least 3 given Estate tiles to gain 3 Workers.

Farming Extravaganza: Have at least 1 Estate tile of two given types and produce 1 crate of two given Goods (during a single phase) to gain 3 Coins.

Festive Goods Delivery: During one Captain's phase, load on Ships at least 1 Crate of a given Good (during a single phase) and 2 Crates of another given Good to gain 2 Workers and 2 VP.

Game of Twin Farmers: Have at least 2 Estate tiles of a given type and another 2 Estate tiles of a given type to gain 3 VP.

Game of Two Baskets: Produce 2 Crates of a given Good and 2 Crates of another given Good to gain 3 Coins.

Grand Send-off Ceremony: Dispatch the biggest Cargo Ship with a given Good to gain 3 Workers.

Pioneer's Tribute Toast: Build given regular Building worth 3 VP (*Factory, School, Harbor, and Wharf* for the base game) to gain 3 VP.

Town Patron Ribbon: Build given expanded Building to gain 3 VP.

Traditional Send-off Ceremony: Dispatch the smallest Cargo Ship with a given Good to gain 2 Coins.



EXPANSION VI: ACHIEVEMENTS

This expansion introduces Achievement cards, representing tasks that each player can complete to score additional VP at the end of the game.

They can provide a direction for development during gameplay, allowing less experienced players a smoother introduction to the game, while allowing Puerto Rico veterans to break existing patterns and discover new tactics.



SETUP

Deal 4 Achievement cards face down to each player.

Players may look at their Achievement cards at any moment, but may not share what cards they have with other players.

RULES

Each Achievement card presents a goal that can be achieved and the number of VP the player gains for completing that goal. At any point in the game, when a player achieves the goal listed on an Achievement card, they announce it to all players, reveal the card, and slide it under their Player board with the title visible so that the VP value is hidden.

At the end of the game, each player counts the VP from all their completed Achievement cards and adds these to their total score. Incomplete Achievement cards do not score any negative points at the end of the game.

Variant: For more advanced players, we recommend drafting the Achievement cards. During setup, each player receives 4 Achievement cards, takes a look at them, and places one of them face down in front of themselves. The remaining cards are passed to the player on the left. From the newly received cards, they again choose one and place it face down in front. This process continues until all cards are distributed. Each player will then have 4 face down cards in front of them, representing the Achievements they can complete during the game.

Dispatch: This expansion introduces a new concept called “Dispatch.” It refers to placing the last Crate on a Cargo Ship, thereby fully loading it.

Note: Since Personal Ships don't have a Crates limit they can't be fully loaded to fulfill the “Dispatch” condition.

ALTERNATIVE GAME RULES

For years, thousands of players have been enjoying countless games of Puerto Rico every day. Over time, those fans have developed several alternative rules that add a new twist to the gameplay. Below, we present the variants most frequently chosen and recommended by seasoned Puerto Rico veterans.

- **Cost Swap:** At the start of the game swap the *Factory* and *School* building tiles from the basic game with the *Factory* and *School* tiles marked with an  and alternative art. During the game the *School* cost is reduced from 8 to 7 Coins and *Factory* cost is increased from 7 to 8 Coins.
- **Alternative Start:** Each player starting with a *Corn Estate* gains one less Coin at the start of the game.
- **Tailor Shop Restriction:** The maximum income from a *Large Tailor Shop* is restricted to 3 Coins per phase.
- **Pairing Restrictions:** You may choose to apply any of the following:
 1. During setup, if one player chooses the *Villa* and places it in a Building slot on the Building tray, no other player can choose the *Large Tailor Shop* and vice versa (*Villa* and *Large Tailor Shop* cannot both appear in the same game).
 2. During setup, if one player chooses the *Hacienda* and places it in the Building slot on a Building tray, no other player can choose *Lumberyard* and vice versa (*Hacienda* and the *Lumberyard* cannot both appear in the same game).

PUERTOMA

COMPONENTS:



2x Puertoma
Player boards



1x Action
Tracker token



2x Reserve tokens



24x Puertoma
Ability tiles



1x Puertoma
Action board



8x Tiebreaker cards



1x Puertoma
Help card

OVERVIEW

This mode allows a single player to play against 2 automated opponents, thus allowing them to play like a multiplayer game. Where “player count” is mentioned in the rules, assume this includes the Puertomas.

Note: You can play using only one Puertoma, but this can significantly affect the balance, and we don't recommend it beyond the first learning game. Similarly, you can use a Puertoma with 3 or 4 human players, but it's not recommended.

SETUP

Resolve the following steps in order:

- 1 One of the human players is always the starting player. Choose it randomly if there is more than one human player in the game. When playing with more than one human player, all Automas should be after all human players in the turn order. The starting player takes the Governor marker.
- 2 Follow the standard Setup for your desired player count (including the Puertoma(s) in that count) from page 6, with the following changes:
 - a) Each Puertoma has its own Puertoma Player board, replacing Player boards used by human players. Place the Puertoma Player boards in the play area as illustrated.
 - b) Place the Puertoma Action board near the Puertoma Player boards, and place the Action tracker in the Builder space on the Puertoma Action board.
 - c) Shuffle the Tiebreaker cards and place them face-down next to the Puertoma Action board.
- 3 Each Puertoma:
 - a) Gains its starting Coins based on the player count.
 - b) Gains its starting Estate tile, as per the basic game setup rules for the chosen player count. Place the gained Estate tile in the leftmost matching-type Estate slot on the Puertoma Player board.
 - c) Places the Reserve token next to the Puertoma board.
 - d) Shuffles its own Puertoma ability tiles and picks a random ability tile from each level (1-4). Place the ability tiles face down on the Puertoma board in the respective slots.



GAMEPLAY

GENERAL NOTES

Each Puertoma performs actions and selects Roles like a human player, considering the following rules:

- When a Puertoma is about to choose or follow a Role, follow the rules below to determine what they do.
- Unless otherwise stated, the Puertomas get all the usual Advantages for choosing Roles.
- When “best Good / Estate” is mentioned, the order (worst to best) is: Corn → Fruit → Sugar → Tobacco → Coffee.



- Puertomas don't buy or use Production Buildings. Instead, their Estate tiles are considered “active” for the Craftsman Role as soon as all Worker slots under them are occupied.
- Whenever the Tiebreaker deck is empty and you need to draw a card, reshuffle all the cards to form a new deck first.

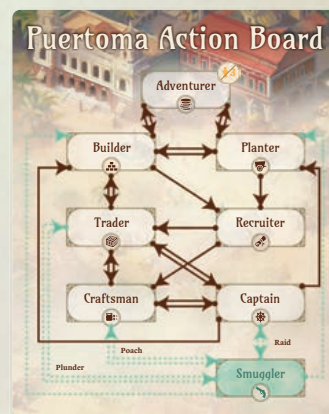
CHOOSING A ROLE

A Puertoma decides on a Role using the Puertoma Action board, which tracks the actions chosen or followed by Puertoma players.

A Puertoma selects a Role that meets the conditions below. If a Puertoma can choose more than one Role after resolving a condition, move on to the next condition, considering only the Roles remaining from the previous selection.

If no Roles meet the condition, ignore that condition and move on to the next condition:

1. A Role on the Puertoma Action board that is adjacent to the Action Tracker token, following the arrow (note that some arrows are one-way only).
2. Choose the Role with the highest amount of Coins.
3. Draw a Tiebreaker card and select the first Role listed on the card that is available and profitable, starting from the top.



When a Puertoma selects a Role, it may only choose a Role that is **available** and **profitable**.

A Role is considered **available** if no player has previously chosen it and it may be chosen.

A Role is considered **profitable** for a Puertoma based on the restrictions below:

BUILDER	Can build a Building with the Coins it has (counting the Builder Advantage and possible Coins gained from choosing the Role or ability).
PLANTER	Can fit any of the available Estates onto its Puertoma Player board.
RECRUITER	Has at least one empty Worker space below an Estate tile on its Puertoma Player board.
CRAFTSMAN	Can produce Goods of a type it doesn't already have .
TRADER	Can sell a Good for at least 1 Coin (counting the Trader Advantage and possible bonus from an ability).
CAPTAIN	Can load any Goods.
ADVENTURER	Always profitable.

It is possible for a Puertoma to choose the Role indicated by the space where the Action Tracker token is already positioned by using the Tiebreaker card.

COINS ON ROLES

If the chosen Role comes with any Coins, a Puertoma gains them before it performs the chosen Action.

FOLLOWING A ROLE

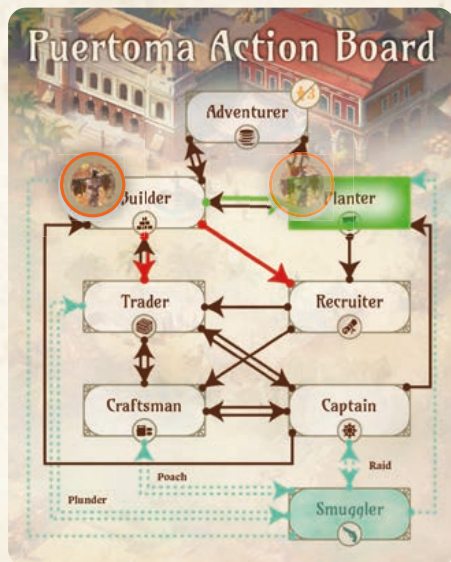
When another player, or the other Puertoma, chooses a Role, the Puertomas each perform that action (if possible) as in the standard rules.

MOVING THE ACTION TRACKER TOKEN

If a Puertoma chooses or follows a Role (and can perform the action) that is **adjacent** to where the Action Tracker token currently is, following an arrow (note that some arrows are one-way only), move the Action Tracker token to the chosen Role on the Puertoma Action board.

If the action chosen is not adjacent via an arrow to the Action Tracker's current location or the Puertoma cannot perform the chosen action, the token stays where it is.

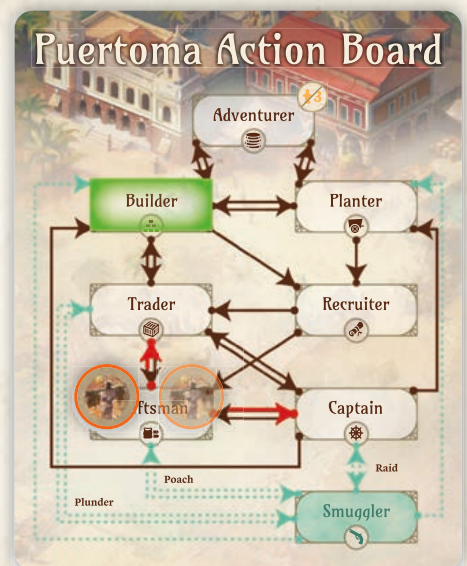
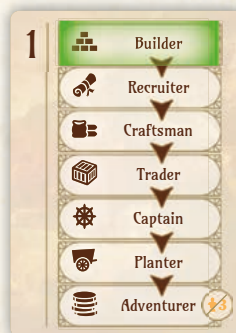
ROLE SELECTION EXAMPLES



Example #1: The Action Tracker is on Builder, and the Puertoma needs to choose a Role in a 3-player game. It wants to choose one of the adjacent Roles: Planter, Recruiter, or Trader. It can do either Recruiter or Planter (Trader requires the Puertoma to have Goods to sell, and it has none). Planter has 1 Coin on it, Recruiter has none, so Puertoma chooses Planter and moves the Action Tracker to Planter.



Example #2: The Action Tracker is on Craftsman, and the Puertoma needs to choose a Role. It wants to choose one of the adjacent Roles: Trader or Captain. It has some Goods, but can't perform Trader as it has no unique Goods it can sell in the Trading House. The Puertoma also can't choose the Captain role because another player already selected it earlier in the turn. No Role meets the condition of being adjacent, so the Puertoma ignores that condition and proceeds to the next one. The next condition requires choosing the Role with the most Coins, which happens to be Builder in this example. However, since Builder is not adjacent to Craftsman by an arrow, the Action Tracker does not move, but the Puertoma still performs the Builder action. If there had been multiple Roles with the most Coins on, it flips a card from the Tiebreaker deck and chooses the first Role listed that is available and profitable, moving the Action Tracker to that Role only if adjacent via an arrow.



ROLE ACTIONS

BUILDER

A Puertoma will only choose this Role if it can build a *Commercial Building*, after gaining any Coins on the Role tile, the 1-Coin Advantage if it chose the Role, and any bonus Coins from unlocked ability tiles.

A Puertoma does not receive Coin discounts for owned Quarries.

When a Puertoma performs the Builder Role action, it will build the Building of the highest level it can afford and has space for, provided it does not already own it.

If more than one Building of the same cost can be built, choose one of them randomly using Tiebreaker cards.

When determining a random Building, use the Tiebreaker card: draw a Tiebreaker card and count through the tied Buildings, left to right, up to the number on the left of the Tiebreaker card. The Puertoma chooses the final Building counted.

Level – this term refers to the Buildings' VP values.

When a Puertoma builds a Building, it pays for it as usual and places it sideways in the appropriate slot on its Puertoma Player board. If this is the 2nd Building of a specific level it has built, place that Building on top of the 1st Building of that level, and unlock the respective ability (see below).

A level-4 Building is an exception – unlock the ability after building the first one.

UNLOCKING ABILITIES:

Puertomas do not benefit from the functions of their built Commercial Buildings.

Instead, they unlock their own special abilities when they build their 2nd level-1, level-2 and level-3 Building, and the 1st level-4 Building. When this happens, flip the respective ability tile over and place it under the appropriate Role tile on the Main board as a reminder that the Puertoma has unlocked the ability associated with that Role.

Note that Ability tiles are color-coded to match the Puertoma Player boards, which makes it easier to remember which Puertoma is using the unlocked ability. That ability is now active, starting from the next turn, for the rest of the game.

Level 4 Buildings and the Reserved Marker:

When a Puertoma builds its first Building during the game, it places a Reserve token on a random expanded Commercial Building that does not already have one. All players may still build this Building – if someone does, move the Reserve marker to another random expanded Commercial Building.

When Puertoma can build a level 4 Building, it builds a Building with its Reserve token on it. If this is its first level 4 Building, use a Tiebreaker card to choose a different random expanded Commercial Building (if any are left) and move its Reserve token onto it.

Note: In the rare case that the first Building during the game is a Level 4 Building, the Puertoma instead builds a Level 3 Building.

Additional rules:

- If a Puertoma cannot build anything, it skips the action.
- If a Puertoma was supposed to choose a Role and cannot build anything, then the Builder role is not profitable for it. Therefore, the Puertoma should have selected a different Role.

PLANTER

The Puertoma always takes an Estate tile, provided it has any remaining slots on its Puertoma Player board. It may have a maximum of two of each type and any number of Quarries (which are placed in its VP area). It chooses an Estate tile as follows:

1. A type it has one of already.
2. The best Goods type (from worst to best):
Corn → Fruit → Sugar → Tobacco → Coffee.
3. A Quarry (even if it didn't choose the Role).
If no Quarries are left, it does not take anything.

Place any gained (non-Quarry) Estate tiles in the corresponding Estate-type slots on the Puertoma Player board in the left-most available slot.



RECRUITER

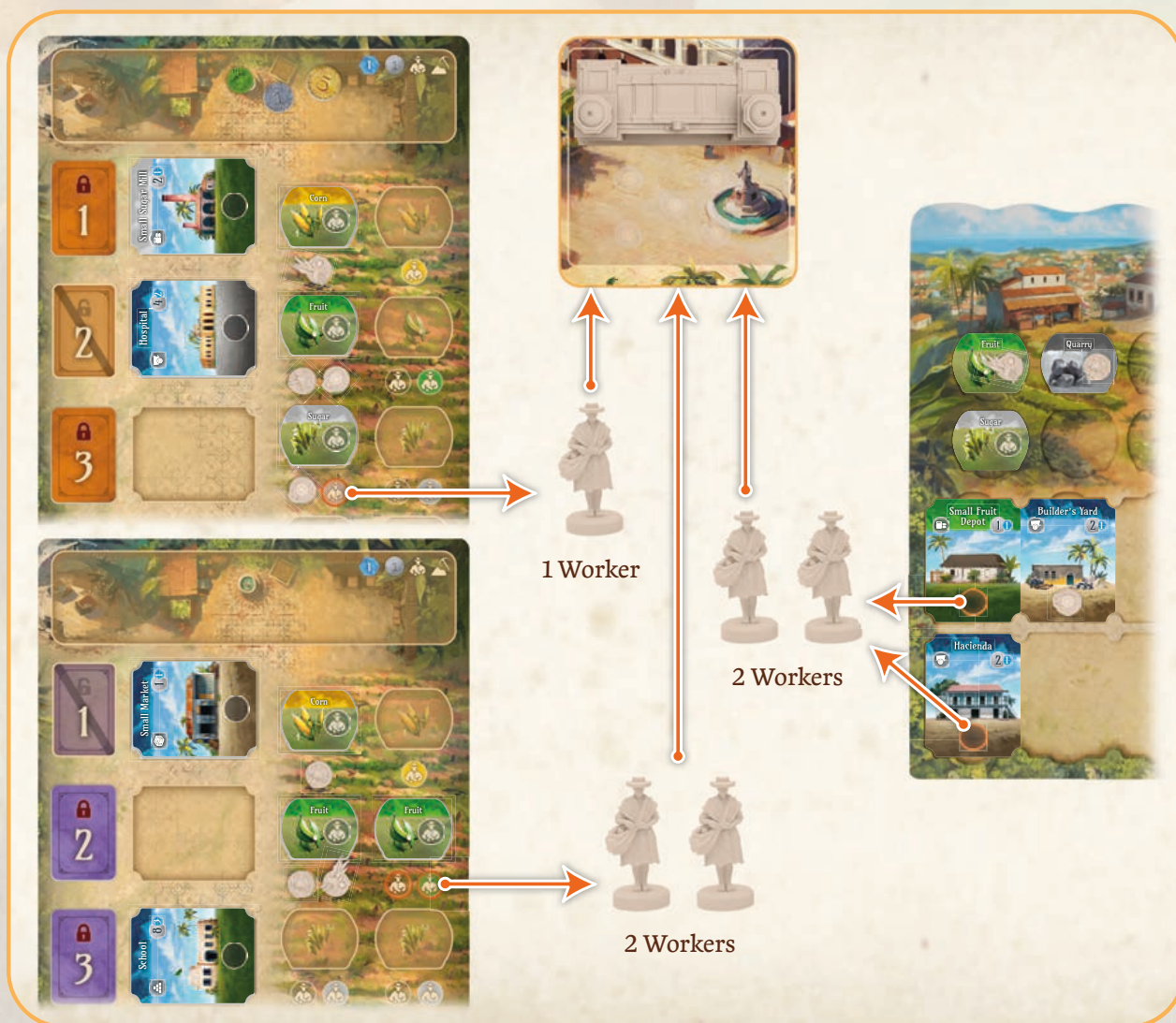
The Puertoma receives Workers as usual (getting the additional 1 Worker from the supply if it chose the Role). The Puertoma places Workers differently than players: Workers are placed on the Workers slots under the Estates slots on their Puertoma Player board. Puertomas choose in which slot to place a Worker by following this sequence:

1. Place Workers on the inactive Estate with the fewest empty Worker spaces left. If tied, choose the best Estate type from the tied options. Place Workers in the left-most empty Worker space for the chosen inactive Estate.
2. If all Estates present on the Puertoma's board are active (full of Workers), any leftover Workers are placed in the VP area for endgame scoring (they do **not** get moved up to new Estates on later Recruiter actions).

Estate tiles are considered "active" as soon as all Worker slots under them are occupied.

REPOPULATING THE WORK REGISTER

When a repopulating the Work Register, calculate the number of Workers needed as: empty Building spots on each human Player board plus each Puertoma's empty Worker space under the single Estate tile which has the most empty spaces, which will be 0-1 (Corn), 0-2 (for Fruit / Sugar) or 0-3 (for Tobacco / Coffee).



Example: When repopulating the Work Register first determine the total empty Building slots on the human Player board, which is 2. Next, count the maximum empty Worker spaces under Estate tiles on each Puertoma Player board. Puertoma A has 1 empty space under a Sugar Estate, and Puertoma B has 2 empty spaces under a Fruit Estate, totalling the highest empty spaces for Puertomas to 3. By combining these, the Work Register should be repopulated with a total of 5 Workers from the supply.

CRAFTSMAN

The Puertoma receives all Goods it can produce, based on **activated** Estates. It does **not** need Production Buildings for this.

If the Puertoma chooses this Role, as an Advantage it gains 1 additional Good of the best type it can produce.

Estate tiles are considered “active” as soon as all Worker slots under them are occupied.

TRADER

The Puertoma sells 1 Crate of the best Goods it can, provided it will gain at least 1 Coin from this trade (including the additional 1 Coin Advantage if it chooses the Role, and any bonuses from unlocked abilities).

If it sells anything, it gains the appropriate number of Coins.

CAPTAIN

Each time a Puertoma may load Goods, it chooses the Goods type of which it can load the most.

- If tied, it loads the worst type of Goods.
- If a Puertoma still needs to choose between 2 or more Cargo Ships, they choose the one with the fewest Crates slots available that still allows it to load the most of its chosen Goods type.

A Puertoma gains VP as usual (including the additional 1 VP from the Advantage if it chooses the Role and any bonuses from unlocked abilities). After that, the Puertoma performs Goods Storing (it stores 1 Crate of the best Goods on their Puertoma Player board at the end of the Captain phase. All remaining Crates spoil and are returned to the supply unless an unlocked ability says otherwise.)

ADVENTURER

 Do not use this Role in a 3-player game (3-player games involve either one human player with 2 Puertomas or 2 human players with one Puertoma).

If a Puertoma chooses this Role, it gains the Coin for the Role (plus any Coins on the Role tile).

ROUND END

Perform the Round end cleanup as usual: place Coins on unchosen Roles; return the chosen Roles to the Main board; pass the Governor tile to the next player (human or Puertoma) in clockwise order.

GAME END

The game end triggers in the usual way, except that the Puertomas are considered to have filled their Buildings area if they have 2 Commercial Buildings built at each of the 4 levels (so 6 regular + 2 expanded Buildings).

CALCULATE FINAL SCORES

These are calculated mostly as usual, except that the Puertomas do not score the expanded Commercial Buildings' specific bonus scoring stated on the Buildings (see below for that calculation). Then add the following bonus points for each Puertoma:

- Every expanded Commercial Building they built scores an additional **6 VP** (regardless of the Building's scoring condition).
- Every unused Worker scores **1 VP**.
- Every Quarry scores **3 VP**.
- Each type of Estate with both Estate tiles active on the Puertoma Player board: **2 VP** (e.g. if the Puertoma has 2 Sugar Estate tiles active, it scores 2 VP; if it also has 2 Coffee Estate tiles active, it scores another 2 VP.)
- Sum up remaining Goods and Coins: Every 2 (rounded up) scores **1 VP**.

Final score ties are broken as described in the base game rules.

DIFFICULTY LEVEL

EASY DIFFICULTY

After unlocking two abilities, the Puertoma discards the other two from the game.

HARD DIFFICULTY

During Setup:

- Flip both Puertomas' level 1 ability face up; it will start the game as active.
- The first Puertoma (the one with a Fruit Estate) gains a random Level 1 Building, 1 Worker (goes on the Fruit Estate), and 1 Crate of Corn.
- The second Puertoma (the one with a Corn Estate) gains a random level 2 Building, 1 Crate of Sugar and reduces its starting Coins to 1.



EXPANSIONS SUPPORT

EXPANSION I: NEW BUILDINGS

SETUP

Add the new Buildings to the Building tray as per the setup rules. When it's a Puertoma's turn to pick a Building to add to the Building tray, it will pick the Building to place randomly using Tiebreaker cards: draw a Tiebreaker card and count through all the available Buildings, left to right, up to the number on the left of the Tiebreaker card. The Puertoma chooses the final Building counted.

EXPANSION II: CITIZENS

SETUP

Add the new Buildings to the Building tray as per the setup rules. When it's a Puertoma's turn to pick a Building to add to the Building tray, it will pick the Building to place randomly using Tiebreaker cards: draw a Tiebreaker card and count through all the available Buildings, left to right, up to the number on the left of the Tiebreaker card. The Puertoma chooses the final Building counted.

GAMEPLAY – PUERTOMA ROLE ACTIONS

Recruiter

When taking new Workers, Puertomas will take Citizens if there are any available in the Work Register. Citizens act in exactly the same way as standard Workers for the Puertomas but score additional VP at the end of the game.

EXPANSION III: THE SMUGGLER

GAMEPLAY – PUERTOMA ROLE ACTIONS

Smuggler

The Capture the Role action cannot be used by players, and is never used by the Puertomas.

The Puertoma will choose a Role using the priorities as usual, except that the **Smuggler** Role is assumed to always have **2 Coins** on (for Coins tiebreak). Smuggler is also preferentially chosen before going to Tiebreak cards, if it's tied for the most Coins. However, just like a player, a Puertoma cannot choose the Smuggler Role if that Puertoma still has the Smuggler token in front of it.

The Puertoma uses the Smuggler ability it can gain the most (min. 1) from, in the following priority order if tied:

- **Smuggler – Poach Workers** – execute as per core rules
- **Smuggler – Plunder Trading House** – execute as per core rules
- **Smuggler – Raid a Ship** – choose to Raid a Cargo Ship giving Goods of a type they *don't* currently produce → the Cargo Ship with the most Goods → the best Goods type. It keeps as many as it can (max. 3).

It only considers Smuggler to be profitable if there is actually something to Poach/Plunder/Raid.

If the Puertoma chooses the Smuggler Role they also take the Smuggler token as a reminder they can't choose the Smuggler Role again until after someone else has chosen that Role.

EXPANSION IV & V: THE FESTIVAL & FESTIVAL ACTIVITIES

SETUP

Do not include the **Festive Goods Delivery** activity in the randomly selected Festival Activities, as it is not supported by the Puertomas.

FESTIVAL REWARDS

The Puertomas will claim activity rewards at any point they comply with them, gaining the respective bonuses (when gaining bonus Workers, assign them taking into account the Recruiter override below before applying the usual placement priority choices).

GAMEPLAY – PUERTOMA ROLE ACTIONS

Builder

When choosing a **Building** to build, if any activities requiring specific Buildings are still available, the Puertomas will specifically choose the cheapest Building matching one of the Buildings on any respective Festival Activities, even if that Building is **below** a Building level they could afford. They place the Building at the lowest level slot available, that is at least the Building's level. If the only option is to place it on a higher level slot than they can afford, they choose not to build that Building.

Planter

When choosing an Estate, if any activities requiring specific **Estates** are still available, the Puertomas preferentially choose an Estate matching one of those types (randomly chosen by using Tiebreaker cards if multiple matches are available - draw a Tiebreaker card and count through the tied Estates, up to the number on the left of the Tiebreaker card. The Puertoma chooses the final Estate counted), before their usual priority choices. If this would require the Puertoma to take a 3rd Estate of a type (which they aren't usually allowed to do), it takes that Estate, but places it in the VP area as if it was a Quarry (it will score as a Quarry at the endgame).

If this is not an available option, the Puertomas instead prefer choosing an Estate matching a **Goods** type on the Festival board that they don't already have an Estate for before their usual priority choices.

Recruiter

When assigning Workers, if any Festival Activities requiring certain **Goods** are still available, the Puertomas prefer assigning Workers to Estate slots that would generate Goods matching the desired Goods types on the respective activities (randomly chosen by using Tiebreaker cards if multiple matches are available), before applying the usual placement priority choices.

Trader

If the **Closing the Shops Early** activity is in this game and still available, when Trading, if a Puertoma has the choice of placing the last Goods into the Trading House, it will try to place the desired activity Goods, if it has them and it's a legal placement, before considering its usual priorities.

Captain

If either of the **Send-off Ceremony** activities are in this game and still available, when performing the Captain Role, the Puertoma will choose the required size of Cargo Ship to deliver to, if it can completely Dispatch with Goods (even if this means some are leftover in its supply), before considering its usual priorities.

EXPANSION VI: ACHIEVEMENTS

Setup: Each human player draws 6 Achievement cards, choosing 4 to keep and discarding the others.

Gameplay: Players should try to achieve as many of their chosen Achievements as possible.

Endgame: Human players do not score Achievement cards they've completed; instead, any they don't complete are scored by **all** Puertomas as positive points for them.

PUERTOMA ABILITY TILES

Tile Level	Triggered by Action	Effect
1	 Trader	May sell a Good already present in the Trading House.
1	 Trader	Gains 1 Coin whenever it sells anything.
1	 Builder	Gains 1 Worker from the supply whenever it builds. The Worker is placed in the same way as when gained during a Recruiter phase.
2	 Captain	Stores all Crates of 1 type of Goods (best possible) during Goods Storing, in addition to the 1 Crate that it may store.
2	 Builder	Gains 1 Coin before building (taken into account when considering taking the Builder Role in addition to the Role Advantage if the Puertoma chose the Role), even if unable to build.
2	 Craftsman	At the end of the phase gains 1 Crate of one produced Goods type (best one), that is still available in the supply (in addition to the Role Advantage if the Puertoma chose the Role).
3	 Craftsman	Gains 1 Coin for each different Goods type produced.
3	 Recruiter	At the end of the phase gains 1 Worker from the supply (in addition to the Role Advantage if the Puertoma chose the Role).
3	 Planter	Whenever it gains an Estate tile, it gains 1 Crate of its matching Goods type.
4	 Captain	Gains 1 VP for each type of Goods it have at the end of the phase (before Goods Storing).
4	 Captain	At the end of the phase (before Good Storing) discard up to 2 Crates of 1 Goods type (from worst to best) for 1 VP each.
4	 Recruiter	Gains 1 Coin for each Worker gained this phase.

HISTORY IN A BOARD GAME

Puerto Rico 1897 is inspired by a pivotal moment in the island's history – when debates over political reform, economic justice, and autonomy from Spain's empire reached a turning point. In the game, players take on the role of local farmers and producers navigating a complex world shaped by tradition, evolving identities, and the hope for a better future.

While the game draws from real historical themes, it does not attempt to recreate the full complexity of the era.

Puerto Rico 1897 reflects aspects of daily life and social dynamics in the late 19th century, but it cannot capture the full range of experiences of those who lived through that time. Still, it seeks to convey the creativity, resilience, and imagination that defined the period – and the many ways communities across the island worked to build prosperity, solidarity, and a more just and stable future.

What follows is a brief overview of the historical setting in which *Puerto Rico 1897* unfolds. We hope it sparks your curiosity and encourages you to explore the island's past beyond the game board.

HISTORICAL OVERVIEW

When the Spanish arrived during Columbus's second voyage in 1493, the island we now call Puerto Rico – known to its Indigenous inhabitants as Borikén – was home to Arawak-speaking societies with rich spiritual and artistic traditions, advanced agriculture, and complex governance. Though later labeled "Taíno" by Europeans, these communities had their own names and identities.

Initial encounters included brief trade and cultural exchange, but colonization soon brought forced labor, land seizures, and a rapid population collapse due to disease, war, and displacement. Still, some Taíno families survived in mountainous regions beyond colonial control, and their legacies continue to shape Puerto Rican society today.

To meet labor demands, Spain increasingly relied on enslaved Africans, who were brought to the island to work in towns, households, and on plantations. These plantations produced export crops such as sugar, coffee, and tobacco, which became central to the island's colonial economy. Over generations, many of those brought to Puerto Rico – and their island-born descendants – gained legal freedom and became part of a growing population that settled in interior regions alongside Indigenous survivors and poor Spanish settlers.

By the 1600s and into the 1700s, Puerto Rico had become a crossroads of empires and peoples. In addition to enslaved people who escaped from neighboring British and Dutch colonies and found freedom in Puerto Rico's interior, other settlers often came from Southern and Northern Spain, the Canary Islands, Corsica, Ireland, and elsewhere. Some came by choice, while others arrived under Spanish policies offering land and tax incentives to loyal European Catholics.

From this convergence of peoples and traditions emerged a distinct and evolving culture. West African rhythms merged with Spanish melodies; Indigenous farming practices blended with Canarian small-plot agriculture; and elements of Taíno and African spirituality endured alongside Catholic rituals. These fusions helped shape a shared sense of community – born from resilience, reinvention, and the daily challenges of life under colonial rule.

By the mid-1800s, Puerto Rico had become a site of growing unrest. Enslaved people organized uprisings and escapes; abolitionists demanded freedom; and reformers called for greater self-governance. In 1868, the Lares Uprising declared an independent Puerto Rican republic. Though quickly suppressed, it became a lasting symbol of national aspiration.

In the decades that followed, many continued to push for change. During the 1880s and 1890s, pro-autonomy leaders launched boycotts, ran for office, and negotiated with Spanish authorities in Madrid. Though often met with repression, they won some reforms. In March 1897, a failed uprising in Yauco sought to revive the spirit of Lares.

Later that year, the Spanish Crown granted Puerto Rico limited self-government through the Carta Autonómica (Autonomy Charter), allowing for an elected local parliament and expanded internal authority. But the experiment was cut short: in July 1898, the United States invaded the island during the Spanish-American War. The Treaty of Paris transferred Puerto Rico to U.S. control, beginning a new chapter in its colonial history.

Puerto Rico 1897 draws inspiration from this historic threshold – when the promise of self-rule briefly emerged, and everyday life was shaped by uncertainty, ambition, and transformation.



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RULES SUMMARY

ROLES



Planter

Action: Take 1 of the face-up Estate tiles and place it on one of your Player board's Countryside spaces.

Advantage: You may take a Quarry tile instead of an Estate tile.



Recruiter

Action: Each player gains 1 Worker from the Work Register starting with the Recruiter and going clockwise until all Workers are gone. Then place or move all your Workers.

Advantage: Take 1 additional Worker from the supply at the start of the phase.



Builder

Action: Build 1 Building.

Advantage: Pay 1 Coin less for the Building.



Craftsman

Action: Gain Goods from the supply.

Advantage: At the end of the phase gain 1 additional Crate of one Good you produced.



Trader

Action: Sell 1 Crate of Goods to the Trading House.

Advantage: Gain 1 additional Coin from selling.



Captain

Action: Each player loads all Crates (if possible) of 1 type of Goods starting with the Captain and going clockwise, until no more Goods can be loaded.

Advantage: Gain 1 VP if you loaded anything.



Adventurer

Action: None.

Advantage: Gain 1 Coin.

CONCEPTS

Countryside: The upper section of the Player board, where you place the Countryside tile, which consists of Estate tiles, Quarries, and Forests.

Discard: Remove a component from your Player board and place it in the discard pile next to the Main board. It will not be used again in the current game unless specified otherwise.

Estate: A type of Countryside tile, including Corn Estates, Fruit Estates, Sugar Estates, Tobacco Estates, and Coffee Estates.

Expanded Building: A Building that occupies two Building slots.

Load: Move a Crate of Goods from your Player board and place it in an empty slot on any Cargo Ship or on Personal Ship.

Regular Building: A Building that occupies one Building slot.

Repopulate: Place a number of Workers in the Work Register based on the total number of empty slots in Buildings on all Player boards.

Return: Remove a component from your Player board and place it back into the supply.

Sell: Move a Crate of Goods from your Player board and place it in an empty slot on a Trading House to earn a listed amount of Coins.

Store: Retain a specified number of Crates of Goods on your Player board after the Captain phase. You can use them in future turns.

Supply: A designated area for storing game elements, which includes a Resource Tray for Coins and Goods, and trays for Workers and VP tokens.

VP (Victory Points): At the end of the game, the player with the most VPs is declared the winner.

TRADING HOUSE GOODS PRICES

Corn	Fruit	Sugar	Tobacco	Coffee

GAMEPLAY SUMMARY

At the beginning of each round the Governor takes their turn by choosing a Role tile and performs its action and Advantage. In clockwise order, all other players perform that action (without the Advantage).

Then, the player to the left of the one who previously chose the role selects one of the remaining Roles and performs the associated action (and Advantage). In clockwise order, all other players performs actions related to that Role.

After each player has chosen a Role tile and all players have performed the Roles' actions, the round is over.

End of round: Place 1 Coin on each of the Role tiles not chosen during this round. Return all the Role tiles to the Main board. Pass the Governor marker to the left.