

Andreas Seyfarth

Puerto Rico

Expansions I&II

1st Expansion: THE NEW BUILDINGS

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

PREPARATION

Place all production buildings on the game board as in the original game.

Lay out the **55 violet buildings** (two each of 12 small + 5 large original buildings + two each of 12 small + two large new buildings) next to the game board.

Place the 12 forest tiles in a stack near the other plantation tiles.

The start player begins by choosing one building type from all of the violet buildings next to the board. They take both buildings of that type and place them on the board on a space with the matching number which also represents the building cost. In a two-player game, only one building of each type is available to be built. The players continue placing buildings in clockwise order until the spaces for all 12 small and all 5 large violet buildings are filled. Place the 26 (two each 12 small and two large) unchosen violet buildings back in the box – they will not be used in the game.

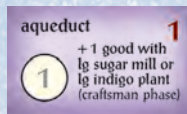
Please Note: for the buildings that cost 2, 5, and 8 doubloons, the players will choose two different from the four available for each cost.

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

The game is now played according to the rules in the original game ...

Aqueduct

If the owner of an occupied aqueduct produces at least 1 indigo in their large indigo plant (*not small*), they take 1 additional indigo. Similarly, if they produce at least 1 sugar in their large sugar mill (*not small*), they take 1 additional sugar.

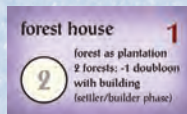


Note: the aqueduct has no effect on the small indigo plant or the small sugar mill.

Example: Natalie produces 1 indigo in her large indigo plant and 3 sugar in her large sugar mill: she takes 2 indigo and 4 sugar.

Forest house

On their turn in the settler phase, the owner of an occupied forest house may place a forest on one of their empty island spaces instead of choosing one of the available plantations (or quarry, if that was an option). To do so, they take one of the forest tiles and place it face up on an empty island space on their player board. When a player builds a building (whether the forest house is occupied or not), the player may reduce the cost of the building by 1 doubloon for every two forests on their island. This reduction is in addition to the builder and quarry reductions, but does not come with the column restriction of the quarry.



Note: forests do not have space (nor need) for colonists.

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

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

... an occupied hacienda, they may look at a face-down tile before deciding which to take;

... an occupied library, they can choose freely to place 0, 1, or 2 plantation tiles as forests;

... an occupied hospice and places a forest, they place the colonist on their windrose.

Once placed on player boards, players may not change a plantation to a forest or vice versa.

Black market

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

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

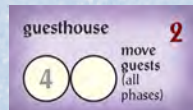
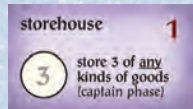
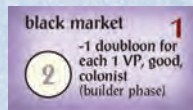
Example: Scott owns an occupied black market and wants to build the harbor (8 doubloons), but has only 6. He returns an indigo and a colonist to the supply to earn the 2 doubloons he needs to pay for the harbor. He cannot also return a VP chip as he would then have 1 doubloon left.

Storehouse

At the end of each captain phase, the owner of an occupied storehouse may keep three additional goods of any kind in addition to the one good that they are normally allowed to keep.

Guest house

In the mayor phase, the owner of a guest house may place up to 2 colonists in their guest house. The player may later move these guests, *at the start, during, or at the end* of all other phases to any building, plantation, or quarry of their choice where they immediately go to work and must remain until the next mayor phase. The guests may be moved in the same or in different phases.



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

Trading post

During the trader phase, the owner of an occupied trading post may choose whether to sell one good to the trading house or their trading post. If they choose to sell a good to their trading post, they may sell any good they have (even one already in the trading house) for the normal price, adding the bonus for the trader, if they are the trader. They place the sold good directly in the supply.

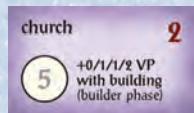


Note: the markets do not add their bonuses when a player sells to their trading post!

We recommend that players choose either the office or the trading post to use, but not both.

Church

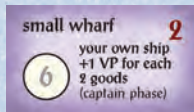
When the owner of an occupied church builds a building from the 2nd or 3rd columns, they take 1 VP chip; and from the 4th column, they get 2 VP chips.



Note: a player gets no VP for building the church itself, even with an occupied university.

Small wharf

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

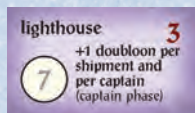


Note: a player may own and use both a wharf and small wharf in the same captain phase.

Lighthouse

Each time, during the captain phase, owners of an occupied lighthouse load goods on a cargo ship (not a wharf), they receive a doubloon. If the owner of an occupied lighthouse is also the captain, they get one additional doubloon.

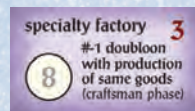
Note: *the captain of an occupied lighthouse takes 1 doubloon whether they ship or not.*



Specialty factory

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

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

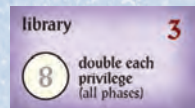


Library

Owners of an occupied library double the privilege they get when they take a role. The settler may first take either a plantation or a quarry. Then, after all other players have chosen their plantations, the settler may take a plantation from those remaining face up. They may not take a quarry as their doubled privilege. The craftsman may take two *different* goods.

Note: *owners of an occupied hospice may only take the extra colonist for the first tile taken; owners of an occupied construction hut may use it for both builds.*

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

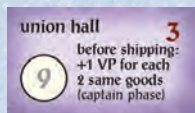


Union hall

Before the owners of an occupied union hall ship for the first time in the captain phase, they take 1 VP chip for every 2 of the same good on their windrose. Afterwards, the shipping continues as normal.

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

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



Statue

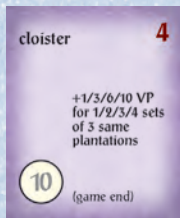
No colonists can be placed on the statue. The statue is worth 8 VP at game end.



Cloister

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

Example: Todd has an occupied cloister and 6 forests, 3 quarries, 2 corn plantations, and 1 coffee plantation at game end. He earns 6 extra VP.



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

2nd Expansion: THE NOBLES

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

PREPARATION

The seven different new violet buildings (six small and 1 large) and 1 new production building can be used with the 17 different violet buildings from the basic game and the 14 different violet buildings from Expansion 1. Place these buildings above the game board, sorted by their construction costs and allocated in the 4 columns by their construction costs. Place the 20 nobles next to the colonist supply.

CHANGES IN GAME PLAY

With this expansion, exhausting the colonist supply does not signal the end of the game (and neither does exhausting the noble supply). Thus, players may use all the colonists in every game. At the beginning of the game and at the end of each mayor phase, place one noble on the colonist ship instead of one of the colonists that were to be placed there (*as long as there are nobles in the supply*). Nobles can be taken from the colonist ship in the mayor phases (usually by the mayor) instead of a colonist. **Each noble is worth 1 VP at the end of the game.** Players can place nobles anywhere and anytime they would place colonists and they act just as colonists for occupying buildings. A noble is the same as a colonist, except as noted for some of the new buildings described below. When a building suggests a different result for nobles and colonists, it is just that. A colonist cannot get the noble result and a noble cannot get the colonist result.

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

Land office

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

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

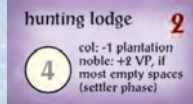
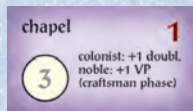
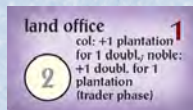
Chapel

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

Hunting lodge

At the end of each **settler phase**, the owners of a colonist-occupied hunting lodge can discard a plantation tile from their island and the owners of a *noble-occupied* hunting lodge can take 2 VP, if they have the most empty island spaces.

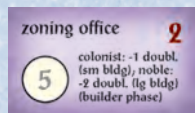
***Note:** if players tie with the most empty island spaces, they do not get the 2 VP. If the returned plantation tile is occupied, the player places the colonist/noble from the tile on their windrose. In this case, forests count as plantations, and can also be removed.*



Zoning office

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

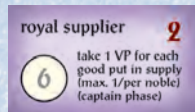
Note: a colonist-occupied zoning office cannot save a player anything when building a large building and a noble-occupied zoning office cannot save a player anything on a small one.



Royal supplier

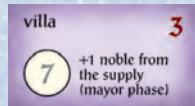
On their first turn to ship goods in the **captain phase** (before they ship anything), the owners of an occupied royal supplier (colonist or noble) can supply the royal warehouse (the supply) with a number of goods from their windrose equal to the number of nobles on their island and take 1 VP for each

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



Villa

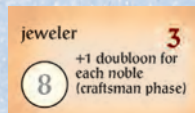
On a player's first turn in the **mayor phase**, the owner of an occupied villa (colonist or noble) may take 1 noble from the supply instead of a colonist (not the ship!). If there are no more nobles in the supply, they take a colonist from the supply instead (if there is one).



Jeweler

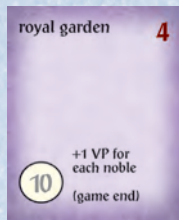
In the **craftsman phase**, the owner of an occupied jeweler (colonist or noble) takes 1 doubloon from the bank for each noble on their island.

Note: the jeweler counts as a large production building (see guild hall).



Royal garden

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



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

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- 56 development tiles
- 60 world tiles
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- 1 summary tile
- 40 victory point chips
- 56 credit chips
- 1 priority track
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- 1 bag
- rules

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