ANDREAS SEYFARTH

PUERTO RICO 1897

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 infrastucture and grow your reputation. Will you amass the prestige you crave and become the wealthiest farmer in the land?

At the end of the Instructions manual, you will find further information on the history of Puerto Rico.

OBJECT OF THE GAME

The object 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 of the other players also 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 islands.

Object of the Game

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

On your turn, choose a role and perform the associated action.

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

COMPONENTS

Basic Game:

5	**Island Boards**	each with 12 Countryside spaces and 12 City spaces
1	**Central Game Board**	
1	**Governor Card**	which indicates the starting player for the current round
8	**Role Cards**	1 Planter, 1 Builder, 1 Craftsman, 1 Recruiter, 1 Trader, 1 Captain, 2 Adventurer
49	**Building Tiles**	5 Large Commercial Buildings (2 tiles tall) 24 Small Commercial Buildings 20 Production Buildings
58	**Countryside Tiles**	8 Quarry Tiles, 50 Estate Tiles (12 Fruit, 11 Sugar 10 Corn, 9 Tobacco, 8 Coffee)
1	**Work Register**	
5	**Cargo Ships**	
1	**Trading House**	
100	**Workers**	
50	**Barrels of Goods**	11 Fruit, 11 Sugar, 10 Corn, 9 Tobacco, 9 Coffee
50	**Victory Point (VP) Chips**	31 x 1 VP, 19 x 5 VP
51	**Coins**	43 x 1 (silver), 8 x 5 (gold)

EXPANSION I: NEW BUILDINGS

Expansion I adds 2 Large Commercial Buildings and 24 Small Commercial Buildings. *(green text)*

EXPANSION II: CITIZENS

Expansion II adds 1 Large Commercial Building, 12 Small Commercial Buildings, 2 Production Buildings, and 20 Citizens. *(red text)*

EXPANSION III: THE SMUGGLER

Expansion III adds a Smuggler role card and player tile.

EXPANSION IV: THE FESTIVAL

Expansion IV adds a Festival board.

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GAME SETUP (BASIC GAME; 3 TO 5 PLAYERS)

1. Place the central game board in the middle of the table.
Stack all **49 Building** tiles on their respective spaces on the board.
Put all **51 coins** on the board to form the Bank.

2. Choose a starting player and give that player the **Governor card**.

3. Give each player:

- **1 Island board**
- **2, 3, or 4 coins** (one fewer than the number of players)

The coins must be placed on the Portrait of their Island board and visible to all players.

- **1 Estate tile** as specified below, starting with the player with the Governor card and proceeding clockwise.

- 3-player game: 1st and 2nd players each take a Fruit tile; 3rd player takes a Corn tile
- 4-player game: 1st and 2nd players each take a Fruit tile; 3rd and 4th players each take a Corn tile
- 5-player game: 1st, 2nd, and 3rd players each take a Fruit tile; 4th and 5th players each take a Corn tile

The Estate tile is placed face-up on any of the 12 Countryside spaces in the top section of their Island board.

4. Place the remaining pieces as illustrated below. *Note that the picture represents a 4-player game.*

- **Victory Point chips** separated by denomination (1 VP and 5 VP chips)
  - 3-player game: 75 VP
  - 4-player game: 100 VP
  - 5-player game: 126 VP
- **All 8 Quarry tiles** face-up in a stack
- **All remaining Estate tiles** face-down in shuffled stacks
- **4, 5, or 6 Estate tiles** (one more than the number of players) drawn from the face-down stacks and flipped face-up next to the Quarry tiles



- **Role cards:**
  - 3-player game: 6 cards (all except the 2 Adventurers)
  - 4-player game: 7 cards (all except 1 Adventurer)
  - 5-player game: all 8 cards
- **3 Cargo Ships:**
  - 3-player game: the Ships with 4, 5 and 6 cargo holds
  - 4-player game: the Ships with 5, 6 and 7 cargo holds
  - 5-player game: the Ships with 6, 7 and 8 cargo holds
- **All 50 Barrels of Goods** separated by color
- **Trading House**
- **Work Register:** place 3, 4, or 5 workers (equal to the number of players) on the Work Register
- **Workers:**
  - 3-player game: 55 workers
  - 4-player game: 75 workers
  - 5-player game: 95 workers

Return all unused pieces to the box

GAMEPLAY

Puerto Rico is played over approximately 15 rounds (years). At the beginning of each round, the player with the Governor card chooses a role card and places it next to their Island board. The Governor performs the action on the card using the role's special advantage. Then, the player to their left performs the same action, but without the special advantage. Play continues in clockwise order, until each player has performed the action associated with that role.

Next, the player to the left of the Governor chooses one of the remaining role cards, places it next to their Island board, and performs the role's action using its special advantage. Going clockwise, the other players perform that action without the advantage. Play continues in this way with a player choosing a role card and all players taking the role's action.

The round ends after each player has chosen a role card and all players have performed the actions associated with each of the roles chosen. To begin a new round of play, the Governor places one silver coin from the Bank on each of the role cards not chosen during the round. Each player returns their role card back to the area next to the board. The player to the left of the Governor takes the Governor card and becomes the new Governor for the next round. Play continues as above until one of the endgame conditions is met.

The Roles

Each player must take a role card on their turn. This begins the phase for that role. With the exception of the Adventurer, each role card has an associated action and special advantage. The player who chooses the role card may choose whether to perform the action and the advantage, unless playing the Captain. If they choose to perform the action, they must do so before the other players. All other players, in clockwise order, may choose to perform the action but do not use the advantage.

If a player is unable or chooses not to perform the action associated with a role, they are skipped for that role. All other players, in clockwise order, can still perform the action for that role. A role card remains in front of the player who took it until the end of the round and cannot be chosen by another player during the same round.

If a role card has 1 or more coins on it, the player who chooses the role card receives the coins.

The Planter (Planting Phase → Develop the Countryside)

The player who chooses the Planter card may take a Quarry tile or one of the face-up Estate tiles next to the board. The player places their chosen tile on any empty Countryside space on their Island board. In clockwise order, each other player may take one of the remaining face-up Estate tiles and place it on their Island board. The other players may not choose a Quarry tile unless they have an occupied Builders Yard.

Estate and Quarry tiles can be placed on any empty Countryside space. Once placed, a tile can be moved, but not removed from a player's Island board. (The arrangement of the tiles is immaterial to gameplay.)

When all players have completed this action, the Planter refreshes the Estate tiles. They discard any remaining face-up Estate tiles. Then they flip Estate tiles from the face-down stacks until there are one more than the number of players face-up next to the board. If the Estate tiles run out during the game, shuffle the discard pile and make new stacks. If the discard pile also runs out, players cannot perform this action.

GAMEPLAY

The Governor takes their turn by choosing a role card and performs its action and advantage. In clockwise order, all other players perform the action (without the advantage).

Clockwise from the Governor, each other player takes a turn as above. When each player has chosen a role card and all players have performed the roles' actions, the round (year) is over.

End of Round:
Place 1 coin on each of the 3 role cards not chosen.

Return all the role cards next to the board.

Pass the Governor card to the left.

Basic Role Rules:
All players must choose a role card on their turn, but performing its action is optional (except for the Captain).

The player choosing the role performs both the action and its advantage before any other player.

Other players may perform only the action. If a player cannot or does not want to perform the action, they are skipped for that role.

The role card remains with the player who chose it until the end of the round. It cannot be chosen again in that round.



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

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

At the end of the Planting phase, refresh the Estate tiles.

Notes:

- Pay attention to the special functions of the Builders Yard, Hacienda, and Hospital.

- If all 12 Countryside spaces on a player's Island board are filled, they may not perform the Planter action.

- If there are no more Quarry tiles available, the Planter loses their advantage and the Builders Yard cannot be used.

The Recruiter (Recruitment Phase → Recruit Workers)

The player who chooses the Recruiter card first takes 1 worker from the worker supply (not from the Work Register). Then all players take workers from the Work Register one at a time, starting with the Recruiter and going clockwise, until no workers remain. Players may receive different numbers of workers.

The Estate, Quarry, and Building tiles have 1–3 semicircles on their faces. Exactly 1 worker can be placed on each of these semicircles. If 1 or more workers are placed on the tile, it is considered occupied. Only occupied tiles may be considered active.

During the Recruitment phase, players place workers (obtained in the current or any prior phase) on any empty semicircle on a Quarry, Estate, or Building tile. They may also move workers placed in previous rounds to different tiles. If, and only if, a player runs out of empty semicircles on their Island board, all remaining workers are placed on their Portrait, to be placed during a future Recruitment phase.

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

Notes:

- Workers may only be placed or moved between tiles during the Recruitment phase.

- Players should add and move their workers in clockwise order starting with the Recruiter unless all players agree to do so simultaneously.

- If there are no more workers available in the worker supply, the Recruiter loses their advantage.

The Builder (Build Phase → Develop Buildings)

The player who chooses the Builder card may buy 1 Building from the board. They pay the Bank 1 coin less than the cost shown on the Building tile and place the Building on any empty City space on their Island board. In clockwise order, each other player may buy 1 Building at full price and place it on their Island board.

A player cannot build 2 of the same Building. Building tiles can be placed on any empty City space. Large Buildings require 2 adjacent empty spaces. Once placed, a tile can be moved, but not removed from a player's Island board. (The arrangment of the tiles is immaterial to gameplay.) See THE BUILDINGS for more information on each Building's unique function.



Quarry Discount

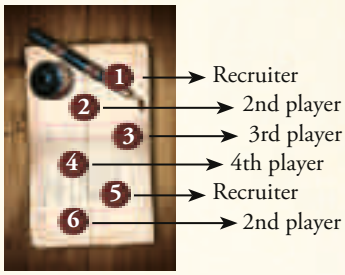
A player can reduce the cost of Buildings by placing and occupying Quarries. During the Build phase, for each occupied Quarry, the player pays 1 coin less than the Building's cost with certain limitations. Buildings in the top section can only be reduced using 1 Quarry (-1 coin), Buildings in the second section by 2 Quarries (-2 coins), Buildings in the third by 3, and Large Buildings in the bottom section by 4 Quarries (-4 coins).



Action: In rotation, take 1 worker from the Work Register 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.

Example for a 4-player game:



The Recruiter receives 3 workers, including the 1 from the supply. The 2nd player receives 2 workers, and the 3rd and 4th players each receive 1 worker.

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



Action: Buy and place 1 Building.

Advantage: Pay 1 coin less than the Building's cost.

Building costs can be reduced by occupying Quarries.

A player with 3 occupied Quarries could pay the following Building costs: Builders Yard, 1; Office, 3; Harbor, 5; City Hall, 7. If using the Builder's advantage or another function that reduces the Building's cost, they could pay less.

Notes:

- Pay attention to the special function of the School.

- If the Builder does not build a Building, they do not receive the coin advantage.

- If all 12 City spaces on a player's Island board are filled, they may not perform the Build action.

- It is not possible to build on more than 12 City spaces. A Large Building cannot be built if only 1 space remains.



The Craftsman (Production Phase → Produce Goods)

The player who chooses the Craftsman card may take Goods from the supply according to their island's production ability and place the barrels on their Portrait. In clockwise order, each other player may take Goods according to their production ability and place them on their Portrait. When all players have completed this action, the Craftsman may use their advantage to take 1 additional barrel of one Good they produced during that phase.

A player's production ability is determined by how many occupied Estates and Production Buildings are on their Island board. For each occupied Corn Estate, take 1 barrel of Corn. For Fruit, Sugar, Tobacco, and Coffee, take 1 barrel for each occupied Estate that has a matching worker in a Production Building. See THE BUILDINGS for more information on Production Buildings and their production ability.

Notes:

- Pay attention to the special function of the Factory.

- If the supply of Goods that a player can produce is used up, the player cannot receive those Goods.

- If the Craftsman does not produce any Goods, they do not receive the advantage.



Action: Take Goods from the supply.

Advantage: Take 1 additional barrel at the end of the phase of one Good you produced.

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

The Trader (Trade Phase → Sale of Goods)



The player who chooses the Trader card may sell 1 barrel of Goods from their Portrait to the Trading House. They place the barrel on any empty space in the Trading House and take the number of coins associated with that Good from the Bank, plus 1 extra coin per the Trader advantage. They place the money on their Portrait. In clockwise order, each other player may sell 1 barrel to the Trading House, if possible.

The following restrictions are imposed during the Trade phase:

- There cannot be more than 1 of each type of Good in the Trading House at a time, unless a player has an occupied Office.

- The Trading House holds only 4 barrels. Once it is full, any remaining players must skip their action, unless they have an occupied Trading Post.

When all players have completed this action, if the Trading House is full, the Trader empties it by returning the 4 barrels to the supply. If it is not full, the barrels remain in the Trading House for the next Trade phase.

Notes:

- Pay attention to the special function of the Small Market, the Large Market, and the Office.

- If the Trader does not sell anything, they do not receive the 1 coin advantage.

- A player can sell Corn to the Trading House even if it earns them no coins.



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

Advantage: Earn 1 extra coin for the sale.

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 Trade phase, empty it!

The Captain (Shipment Phase → Ship Goods)

The player who chooses the Captain card loads as many barrels as they can of 1 type of Good onto 1 of the Cargo Ships. Then in clockwise order, each player loads all the barrels they can of 1 type of Good onto a Ship. Players continue loading barrels this way until none of the players can load any more barrels, according to the rules below.

Attention: Each time a player takes a turn and can load Goods, that player must load Goods. However, the player may load only barrels of 1 type at a time.

Loading Ships

- Each Cargo Ship can only carry Goods of 1 type. *For example, a Ship may not hold both Fruit and Tobacco.*
- No 2 Ships can contain the same type of good. *For example, if 1 Ship is loaded with Corn, none of the other Ships can carry Corn.*
- If a player can choose between 2 or more empty Ships, they must choose the Ship that allows them to load the most barrels of that Good.
- Barrels cannot be loaded on full Ships.
- A player must load as many barrels of a Good as they can during their turn. They may not hold back any barrels if there are open spots on a Ship.
- A player may load any Good they like during their turn, regardless how many barrels they have or what type of Good the previous player loaded.

Victory Points

The player receives 1 VP per barrel they load. Per the Captain advantage, the Captain receives 1 extra VP if they ship at least 1 barrel during the phase. Unlike Goods and money, VP chips may be concealed by placing them face down on the Portrait. Players should trade five 1 VP chips for one 5 VP chip when possible.

Goods Storage

Each player may store only 1 barrel on their Portrait at the end of the phase, unless they have an occupied Warehouse. If they have more than 1 barrel, they may choose which barrel to store. All remaining barrels must be forfeited. Players return all other barrels to the supply piles next to the central game board.
At the end of the phase, the Captain empties each full Cargo Ship by returning its barrels to the supply pile. All partially full Ships keep their cargo for the next Shipment phase. As a result, players are subject to significantly more restrictions in the next Shipment phase, as capacity and type of Good will be predetermined for some Ships.

Notes:

- *Pay attention to the special functions of the Small and Large Warehouses, the Harbor, and the Wharf.*
- *The player chooses which barrel to store and which barrels to return at the end of the phase.*
- *The Captain receives only 1 extra VP per phase. They receive nothing if they load nothing.*
- *Players will only be assessed on how many barrels they are storing at the end of the Shipment phase, not during any other phase.*



Action: In rotation, load barrels onto Cargo Ships (required), until no more can be loaded.

Advantage: Earn 1 extra VP for loading.

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

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

Remember that players can only keep 1 barrel after the end of the phase, unless they have warehouses.

Example for a 4-Player Game

***Anna** is Captain and starts shipment. She has 2 Corn and 6 Sugar. The 5-hold Ship and the 7- hold Ship are empty. The 6-hold Ship is already half-full with Corn. Anna has to decide between shipping her 2 Corn or her 6 Sugar. She chooses to ship her Sugar and loads the 6 barrels onto the 7-hold Ship. (She could not use the 5-hold Ship because there was another empty Ship large enough to accommodate more of her Sugar.) She receives 7 Victory Points (6 VP + 1 Captain advantage VP).*

*It's **Benno's** turn. He has 2 Sugar and 3 Tobacco. He chooses to ship the Sugar and loads 1 barrel on the remaining hold in the 7-hold Sugar Cargo Ship. (He chose to keep the Tobacco to sell to the Trading House.) He receives 1 VP.*

*It's **Clara's** turn. She has 2 Corn and 1 Tobacco. She chooses to ship the Tobacco and loads it on the 5-hold Ship. She receives 1 VP.*

*It's **Donni's** turn. He has 1 Corn and 5 Fruit. He has to load the Corn on the 6-hold Ship and receives 1 VP.*

***Anna** takes her next turn. She loads her 2 Corn onto the 6-hold Ship and receives 2 VP.*

***Benno** now has no choice but to load his 3 Tobaccos onto the 5-hold Ship. He receives 3 VP.*

***Clara, Donni, Anna,** and **Benno** are no longer able to load any of their Goods. The first part of the Shipment phase is complete. The full 6-hold and 7-hold Ships are emptied. The partially full 5-hold Ship remains for the next Shipment phase.*

The Adventurer

The player who chooses the Adventurer card takes 1 coin from the Bank. Because the role has no action associated with it, the other players do nothing.

A New Round

After the last player's phase has been completed, the Governor places 1 silver coin from the Bank on each of the unused role cards. This makes the role more attractive to players. All players return their role cards to the area next to the board. The player to the left of the Governor takes the Governor card and becomes the new Governor for the next round. The Governor chooses any role card and play continues as above.

ENDING THE GAME

The game ends at the end of the round when at least one of the following conditions are met:

- There are not enough workers to repopulate the Work Register at the end of the Recruitment phase.
- One or more players filled all the City spaces of their Island board during the Build phase.
- The last VP chip is taken during the Shipment phase. Players can use paper and pencil to keep track of VP earned after the last chip is taken.

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

- The value of their accumulated VP, including those noted on paper.
- The VP shown on each of their Buildings, whether that Building is occupied or unoccupied (the white number in the black hexagon).
- The bonus VP awarded for any occupied Large Buildings. For example, the 5 Large Buildings each yield 4 VP even if unoccupied, but yield extra VP when occupied.

The player with the most Victory Points is the winner. If 2 or more players tie, the winner is the player with the most coins and Goods (each coin or barrel counts as 1 VP).



Action: None

Advantage: Take 1 coin from the Bank.

End of the Round:
Place 1 coin on each of the unchosen role cards. Return all the role cards next to the board. Pass the Governor card to the left.

ENDING THE GAME

The game ends at the end of the round when there are not enough workers to repopulate the Work Register, a player has built on all 12 of their City spaces, or all the VP chips are taken.

Each player adds up their total VP chips + the VP of their Buildings + the extra VP of any occupied Large Buildings.

The player with the most Victory Points wins!

THE BUILDINGS

The following applies to all Buildings:

- Each Building may only be built once per player.
- A Building is considered occupied as soon as at least 1 worker is on a semicircle. Players may only use the functions of occupied Buildings.
- The placement of Buildings has no special significance, and players may rearrange Buildings to accommodate Large Buildings. However, Buildings may not be removed from the Island board.
- The number at the top right of each Building indicates how many Victory Points it yields at the end of the game, whether the Building is occupied or unoccupied.
- The number in the first semicircle of each Building indicates its cost and can be ignored after being built.

The Production Buildings (green, white, brown and black)
produce Fruit, Sugar, Tobacco, and Coffee during the Craftsman phase.
- Fruit is stored in Fruit Warehouses (green).
- Sugar cane is refined into Sugar in the Sugar Mills (white).
- Tobacco leaves are dried in the Tobacco Storage (brown).
- Coffee plants are turned into Coffee beans in the Coffee Roaster (black).
- Corn does not require a Production Building. Corn (yellow) is harvested directly from the Countryside. Every occupied Corn Estate produces 1 yellow barrel of Corn during the Production phase.

To produce Fruit, Sugar, Tobacco, and Coffee, players need both an occupied Estate tile for that Good in their Countryside as well as an occupied Production Building for that Good in their City. The number of semicircles on the Production Building indicates the maximum number of barrels that can be generated from that Building.



The Buildings

Each Building may only be built once per player.

Only occupied Buildings yield special functions.

The Production Buildings



Corn has no Production Building.

The semicircles on the Production Building indicate the maximum number of Goods it can produce.

Example
The player produces the following barrels of Goods:

1 ***2 barrels of Corn***
- the third Corn Estate is not occupied

2 ***1 barrel of Tobacco***
- the second semicircle of the Tobacco Storage Building is not occupied

3 ***3 barrels of Sugar***
- the fourth Sugar Estate is not occupied

The Commercial Buildings

Each Commercial Building allows the player to perform a special function outside the standard game rules. The function is used either during a specific phase, indicated by the icon below the Building's name, or at the end of the game. Building functions are only available if the Building is occupied. A player is not required to use the special function, which is especially important to note for the Wharf *(see below)*.

Small Market
During the Trade phase, if the owner of an occupied Small Market sells a Good to the Trading House, they receive 1 extra coin from the Bank.
Example: The owner sells 1 barrel of Corn and receives 1 coin.

Hacienda
During the Planting phase, the owner of an occupied Hacienda may take 1 Estate tile off any of the face-down stacks before they take their normal Planting action. If they choose to perform this special function, they must immediately place the Estate tile on one of their Countryside spaces. They may not discard it. Then they take their normal action by taking a face-up Estate tile. If the Hacienda owner also owns an occupied Builders Yard, they may not take a Quarry tile instead of the face-down Estate, but they may take it for their normal action.

Builders Yard
During the Planting phase, the owner of an occupied Builders Yard may take a Quarry rather than an Estate. This special function does not allow them to take a second Quarry if they are the Planter, nor when using the Hacienda function.

Small Warehouse
At the end of the Shipment phase, the owner of an occupied Small Warehouse may store all barrels of 1 type of Good, in addition to the 1 barrel that all players may store. Barrels are stored on the player's Portrait rather than the Small Warehouse tile itself. The Small Warehouse owner is still required to ship all barrels of Goods that they can during the Shipment phase.

Hospital
During the Planting phase, if the owner of an occupied Hospital places an Estate or Quarry in their Countryside, they may take 1 worker from the supply (not the Work Register) and place it on the tile. They may not place the worker on any other tile. If there are no more workers in the supply, they may take the worker from the Work Register. If the Hospital owner also owns an occupied Hacienda, they may place the worker on either one of the two tiles they placed. They do not take a second worker.

Office
During the Trade phase, the owner of an occupied Office may sell a type of Good that's already in the Trading House. The Office owner can still only sell 1 barrel. If the Trading House is full, they may not sell the Good.
Example: If there is a Sugar barrel in the Trading House and a player has an occupied Office, they may sell a second Sugar barrel to the Trading House. If another Office owner wishes to, they may also sell a Sugar barrel to the Trading House-space provided.

<u>The Commercial Buildings</u> have functions outside the basic rules set. The special functions do not have to be used.



1 extra coin at the Trading House



1 extra Estate during Planting



Quarry instead of Estate during Planting



Stores extra barrels of 1 type of Good



1 worker during Planting



Sell a Good already in the Trading House

Large Market
During the Trade phase, if the owner of an occupied Large Market sells a Good to the Trading House, they receive 2 extra coins from the Bank. If the Large Market owner also owns an occupied Small Market, they receive 3 extra coins.



2 extra coins at the Trading House

Large Warehouse
At the end of the Shipment phase, the owner of an occupied Large Warehouse may store all barrels of 2 types of Good, in addition to the 1 barrel that all players may store. If the Large Warehouse owner also owns an occupied Small Warehouse, they may store all barrels of 3 types of Goods, plus the 1 barrel. Barrels are stored on the player's Portrait. The Large Warehouse owner is still required to ship all barrels of Goods that they can during the Shipment phase.



Store extra barrels of 2 types of Goods

Factory
During the Production phase, if the owner of an occupied Factory produces more than 1 type of Good, they earn coins from the Bank, regardless of the number of barrels of each Good they produce. If they produce 2 types of Goods, they earn 1 coin. For 3 types of Goods, they earn 2 coins; for 4 types of Goods, they earn 3 coins; and for all 5 types of Goods, they earn 5 coins.
Example: A player owns an occupied Factory, and in the Production phase, they produce 3 Corn, 1 Coffee, and 2 Fruit barrels. They receive 2 coins from the Bank for producing 3 different types of Goods.



Coins for producing different Goods:
1 for 2 types
2 for 3 types
3 for 4 types
5 for all 5 types

School
During the Build phase, if the owner of an occupied School builds a Building, they may take 1 worker from the supply (not the Work Register) and place it on the newly built tile. They may not place the worker on any other tile. If there are no more workers in the supply, they may take the worker from the Work Register. Even if the tile has more than one semicircle, do not take a second worker.



1 worker during Build

Harbor
During the Shipment phase, the owner of an occupied Harbor earns 1 extra VP each time they load Goods onto a Ship.
Example: The owner of an occupied Harbor and an occupied Wharf can only load 3 of their 5 Tobacco barrels on the Tobacco Cargo Ship since it is now full. For this, they receive 3 + 1 VP. In the next turn during the same Shipment phase, they load 2 Sugars onto the Sugar Cargo Ship – 2 + 1 VP. During the next turn, they use their Wharf and put the 2 remaining Tobacco barrels back into the supply – 2 +1 VP. In one Shipment phase, the owner has earned 3 extra VP from their Harbor.



1 extra VP for each load during Shipment

Wharf
At any 1 time during the Shipment phase, the owner of an occupied Wharf may choose to load all barrels of any 1 type of Good onto a Chartered Ship rather than a Cargo Ship, receiving the same number of VP as if they had placed them onto a Cargo Ship. The player may choose when during the Shipment phase to use this special function (if at all), but it can only be used once per Shipment phase. They may put any 1 type of Good they want onto the Chartered Ship – including a type already on a Cargo Ship – but they must load all the barrels of that Good (Chartered Ships have no cargo limit). All barrels loaded onto the Chartered Ship are placed back into the supply.



1 Chartered Ship during Shipment (1 VP per barrel of 1 type)

Large Commercial Buildings

Large Buildings on a player's Island board are worth 4 Victory Points. If a Large Building is occupied at the end of the game, it's function can also provide extra VP. Rules referring to "Large Buildings" are referring to these 5 Buildings. Although they fill 2 City spaces, they are each considered 1 Building.

Fire Station

The owner of an occupied Fire Station receives 1 VP for each occupied or unoccupied Small Production Building (Small Fruit Warehouse or Small Sugar Mill) in their City, and 2 VP for each occupied or unoccupied Large Production Building (Large Fruit Warehouse, Large Sugar Mill, Tobacco Storage, or Coffee Roaster) in their City.

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



1 VP for every Small Production Building and 2 VP for every Large Production Building

Residence

The owner of an occupied Residence receives VP for the tiles on their Countryside spaces. For 1–9 filled spaces, they receive 4 VP, for 10 they receive 5, for 11 they receive 6, and for all 12 they receive 7 VP.

Example: At the end of the game, the owner of the occupied Residence has 10 of their 12 Countryside spaces filled. They earn 5 additional VP.



VP for filled Countryside:
4 for 1-9 spaces
5 for 10 spaces
6 for 11 spaces
7 for 12 spaces

Fortress

The owner of an occupied Fortress receives 1 VP for every 3 workers on their Island board.

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



1 VP for every 3 workers

Customs House

The owner of an occupied Customs House receives 1 VP for every 4 VP chips they earned during the game. The player does not count VP received in end-game scoring (such as VP for Buildings and additional VP from Large Buildings).

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



1 VP for every 4 VP in chips

City Hall

The owner of an occupied City Hall receives 1 VP for every occupied or unoccupied Commercial Building in their City, including City Hall itself.

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



1 VP for every Commercial Building

TWO-PERSON GAME

All rules remain the same, with the following exceptions:

GAME SETUP CHANGES

- Place 1 of each Commercial Building and 2 of each Production Building on the corresponding spaces on the board.
- Each player receives 1 Island board, 3 coins, and 1 Estate tile (starting player: Fruit + Governor card; second player: Corn tile)
- Use 65 VP for the game.
- Remove 3 Corn, Fruit, Sugar, Tobacco, Coffee, and Quarry tiles from the game. After shuffling and stacking the remaining Estate tiles face-down, flip 3 Estate tiles face-up (one more than the number of players).
- Use 7 role cards (all except 1 Adventurer).
- Use only the Ships with 4 and 6 cargo holds.
- Remove 2 barrels of each type of Good from the game.
- Place 2 workers (equal to the number of players) on the Work Register and 40 workers in the supply.

GAMEPLAY

The Governor begins by choosing a role card, 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. Then 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 Bank on the remaining role card, and the players return the used role cards next to the board.
The Governor hands off the Governor card to the other player, and the next round starts.

ENDING THE GAME

The game ends in the same way as the basic game. Be sure to finish playing the round when the endgame condition is met.

Place 1 of each Commercial Building and 2 of each Production Building on the board.

Each player receives 1 Island board, 3 coins, and 1 Estate tile (Fruit or Corn).

Use 65 VP.

Remove 3 of each type of Countryside tile. Flip 3 Estate tiles face up.

Place the Trading House and 7 role cards.

Use only the 4-hold and 6-hold Cargo Ships.

Remove 2 barrels of each type of Good from the supply.

Use 40 workers, plus 2 for the Work Register.

Players take turns choosing roles until each player has chosen 3. 1 coin is placed on the remaining role card before starting a new round.

Expansion I: NEW BUILDINGS

All rules remain the same, with the following exceptions:

GAME SETUP

Place **all Production Buildings** on the board per the basic game rules. Place **the 55 Commercial Buildings** (the original (5) Large and (2x12) Small Commercial Buildings, as well as the new (2) Large and (2x12) Small Commercial Buildings) next to the board.

The starting player chooses any 1 of the Commercial Buildings and places it on an empty space of the board. If there are more than 2 players, place 2 of the same Small Commercial Buildings on the same space.

The next player chooses a Building and places it on the board, etc., until the spaces are filled with Commercial Buildings that have the following costs:

Top Section: 1, 2, 2, 3
Second Section: 4, 5, 5, 6
Third Section: 7, 8, 8, 9
Bottom Section: 10, 10, 10, 10, 10

Return the remaining 26 Buildings to the box.

Place all the Production Buildings on the board.

Place all 55 Commercial Buildings next to the game board. Take turns choosing a Building to include in the game until the spaces are filled according to the Buildings' costs.

Example: A player places the Church on the Office space. Later, a player places the Office on the Large Market space. Neither the Large Market nor the Trading Post can be chosen.

Canal

During the Production phase, if the owner of an occupied Canal produces at least 1 barrel of Fruit from a Large Fruit Warehouse, they take 1 extra barrel of Fruit. In the same way, if they produce at least 1 barrel of Sugar from a Large Sugar Mill, they take 1 extra barrel of Sugar. The Canal has no effect on the Small Fruit Warehouse or the Small Sugar Mill.



1 extra barrel for Large Fruit Warehouse/Large Sugar Mill

Lumberyard

During the Planting phase, the owner of an occupied Lumberyard may choose to place a Forest rather than an Estate tile. To create a Forest, the player chooses a face-up Estate tile and places it face-down on any empty Countryside space on their Island board. It remains there until the end of the game. Quarry tiles may not be used as Forests. Forests do not need to be occupied to perform their special function.

During the Build phase, if a player has 2 or more Forest tiles in their Countryside, they may reduce the price of any Building by 1 coin. 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.

For example, if a player owns 4 Forests and 2 occupied Quarries and is also the Builder, it will cost only 1 coin to build a Large Warehouse.

If the owner of an occupied Forest also has:

- An occupied Hacienda: they may look at the face-down tile before deciding whether to use it as a Forest.
- An occupied Publishing House: they may decide to place neither, one, or both Estate tiles as Forests.
- An occupied Hospital: they receive 1 worker for creating a Forest and place it on their Portrait.

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



Forest instead of Estate during Planting; pay 1 less coin for every 2 Forests during Build

Black Market

During the Build phase, the owner of an occupied Black Market may reduce the cost of a Building by up to 3 coins by returning 1 worker, 1 barrel, and/or 1 VP to the supply. Each returned resource is worth 1 coin. A player can only use the Black Market if they do not have enough money to buy the tile – they cannot have any coins left after building.

Note:

- If a player returns a worker or VP chip after the game end requirements have been met, the game is still over.
- The worker on the Black Market tile itself cannot be converted into money.



Pay 1, 2, or 3 less coins by returning a worker, barrel, or VP during Build.

Example: The owner of an occupied Black Market wants to purchase the Harbor for 8 coins, but has only 6. They return 1 barrel of Fruit and 1 worker to their supplies to reduce the cost by 2 coins.

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Storehouse
At the end of the Shipment phase, the owner of an occupied Storehouse may store up to 3 additional barrels of any type of Good.



Store 3 extra barrels

Bohio
During the Recruitment phase, the owner of a Bohio may place up to 2 workers on their Bohio tile. They may move these guest workers at the start, middle, or end of any other phase, to any Building, Estate, or Quarry, and then immediately use that Building's function, if possible. The guest worker must remain on their new tile until the next Recruitment 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 Shipment phase, the player moves 1 worker from the Bohio to the 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, thus gaining the Trader advantage twice over.



Move up to 2 workers to another tile

Trading Post
During the Trade phase, the owner of an occupied Trading Post can choose to sell their barrel to the Trading House or to their own Trading Post. If they sell to their own Trading Post, they can sell a type of Good already in the Trading House. Place the barrel sold to the Trading Post back in the supply.
Note: When selling to their own Trading Post, a player cannot also use the function of the Small or Large Market. However, they can use the Trader role's advatange.



Personal Trading Post during Trade

Note: Because the functions of the Office and the Trading Post are similar, there is little benefit to using both Buildings in the same game.

Church
The owner of an occupied Church receives 1 VP for building a Building from the second or third section of the board, and 2 VP for building a Building from the bottom section (Large Buildings). The player does not receive this benefit for building the Church itself.



VP for Building:
1 for 2nd section
1 for 3rd section
2 for bottom (Large)

Small Wharf
At any time during the Shipment phase, the owner of an occupied Small Wharf may choose to load barrels onto a Chartered Ship rather than a Cargo Ship. They receive 1 VP for every 2 barrels. The player may choose when during the Shipment phase to use this special function (if at all), but it can only be used once per Shipment phase. They may load any Goods they want onto the Chartered Ship – including multiple types of Goods or types already on Cargo Ships – and as many as they like. All barrels loaded onto the Chartered Ship are placed back into the general supply.
Note: The owner of an occupied Small Wharf and an occupied Wharf may use both in a single Shipment phase.



1 Chartered Ship during Shipment (1 VP per any 2 barrels)

Lighthouse
During the Shipment phase, the owner of an occupied Lighthouse earns 1 coin each time they load Goods onto a Ship (Cargo and/or Chartered). If the owner of an occupied Lighthouse is the Captain, they earn 1 extra coin at the start of the phase, whether or not they load Goods onto a Ship.
Note: A player does not have to be the Captain to earn coins from the Lighthouse.



1 coin for each load during Shipment and 1 coin if Captain

Distillery
During the Production phase, the owner of an occupied Distillery earns coins based on the number of barrels they produce of one type of Good. They choose the type of Good they produced the most barrels of (except Corn) and earn 1 coin less than that number.
Example: A player owns an occupied Distillery, and in the Production phase, they produce 6 Sugar barrels. They receive 5 coins from the Bank.



Coins for barrels of 1 type–1 (except Corn)

Publishing House
When the owner of an occupied Publishing House chooses a role card, they receive double the advantage of that role. If the player chooses the Planter role, they may take either an Estate or 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 placed tiles. If the player chooses the Craftsman role, they may take 2 barrels of the same or different Goods that they produced.
Note: The Planter with an occupied Publishing House and an occupied Hospital may take a worker for their first tile only. The Planter with an occupied Publishing House and an occupied Builders Yard may take a Quarry as their second tile.



Double role's advantage

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Assembly Hall
At the beginning of the Shipment phase, before loading any Goods, the owner of an occupied Assembly Hall receives 1 VP (rounded down) for every 2 barrels they have of the same type of Good.

Example 1: A player owns 3 Corn, 2 Fruit, and 1 Coffee. They receive 2 VP – 1 for the Corn and 1 for the Fruit.

Example 2: A player owns 4 Corn and 2 Coffee. They receive 3 VP – 2 for the Corn and 1 for the Coffee.



1 VP per 2 barrels of the same type of Good before Shipment

Monument
At the end of the game, the Monument is worth 8 VP instead of the normal 4 VP, but it has no special function. No workers can be placed on the Monument.



8 VP instead of 4 VP at end of game

Cathedral
At the end of the game, the owner of an occupied Cathedral earns extra VP for every 3 of the same type of tile in their Countryside spaces. For a single set of 3, they earn 1 VP; for 2 sets of 3, they earn 3 VP; for 3 sets of 3, they earn 6 VP; and for 4 sets of 3, they earn 10 VP.

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



VP for sets of 3 in Countryside:
1 for 1 set
3 for 2 sets
6 for 3 sets
10 for 4 sets

Expansion II: THE CITIZENS

All rules remain the same, with the following exceptions:

GAME SETUP

If playing with only the basic Buildings, place the 8 new Buildings on their spaces on the board. If playing with the basic and Expansion I Buildings, follow the Expansion I setup and choose 1 extra Building of each cost (2-8) until all the Building spaces on the board are filled.

Place all 100 workers in the workers supply and place the 20 new citizens next to it. At the beginning of the game and at the end of each Recruitment Phase, put workers on the Work Register according to the basic game rules, but replace 1 worker with 1 citizen as long as there are citizens in the supply.

At the end of the game, each citizen is worth 1 VP. Players use citizens just as they would use workers, except with some of the new Buildings, as described below. Running out of workers is no longer an endgame condition. Only a player filling all their City spaces or taking the last VP chip applies in this expansion.

The Buildings in this expansion are additions to the Buildings in the basic game and Expansion I and have corresponding costs.

Replace 1 worker with 1 citizen in the Work Register.

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

General Note: In the second expansion, if a rule applies to a worker, it also applies to citizens.

Each citizen is worth 1 VP.

Zoning Office
During the Trade phase, the owner of a *worker-occupied* Zoning Office may pay 1 coin to buy the top Estate tile from a face-down stack and place it on their Island board. The owner of a *citizen-occupied* Zoning Office may sell any Estate tile from their Island for 1 coin by placing it face-up next to the board.

Note: If the owner of an occupied Zoning Office also has an occupied Lumberyard, they may use the new Estate tile as a Forest. If there is a worker/citizen on a discarded Estate tile, it is placed on their Portrait.



Buy/sell 1 Estate tile during Trade

Chapel
At the beginning of each Production phase, the owner of a *worker-occupied* Chapel earns 1 coin from the Bank. The owner of a *citizen-occupied* Chapel earns 1 VP.



1 coin/1 VP during Production

Park Authority
At the end of each Planting phase, the owner of a *worker-occupied* Park Authority may discard 1 Estate or Forest tile from the Countryside spaces on their Island board into the supply without replacing it. The owner of a *citizen-occupied* Park Authority earns 2 VP, but only if they have more empty Countryside spaces on their Island than any other player.



Discard Estate/ Earn 2 VP for most empty Countryside

Notary
During the Build phase, the owner of a *worker-occupied* Notary pays 1 less coin for any Small Buildings (top 3 sections on the board). The owner of a *citizen-occupied* Notary pays 2 fewer coins for any Large Building (bottom section). This does not apply vice versa – the owner of a worker-occupied Notary cannot pay less on a Large Building, nor can the owner of a citizen-occupied Notary pay less on a Small Building.



Pay 1/2 coins less for Small/Large Buildings

The following 4 Buildings' special functions apply whether they are occupied by a worker or a citizen.

Pension Office
At the beginning of the Shipment phase, the owner of an occupied Pension Office can return 1 barrel for 1 VP. This can be done 1 time for each citizen on their Island, but each returned barrel must be a different type of Good. The barrel is returned to the supply, and cannot yield any other bonuses.



For each citizen, return 1 different barrel for 1 VP each.

Villa
At the beginning of the Recruitment phase, the owner of an occupied Villa may take 1 citizen from the supply. If there are no citizens left in the supply, they take 1 worker from the supply, if still available. The owner may not use this building to take from the Work Register at any point.



1 citizen from supply during Recruitment

Tailor Shop
During the Production phase, the owner of an occupied Tailor Shop takes 1 coin from the Bank for each citizen on their Island. As indicated by the red bar on the tile, the Tailor Shop counts as a Large Production Building for endgame scoring (see *Fire Station*).



1 coin per citizen during Production

Town Square
At the end of the game, the owner of an occupied Town Square scores 1 *additional* VP for each citizen on their Island board, thereby scoring 2 VP for each citizen no matter where they are located – on a City tile, Countryside tile, or the Portrait.



1 extra VP for every citizen

Expansion III: THE SMUGGLER

All rules remain the same, with the following exceptions:

Determine the number and type of role cards needed according to the basic rules for the number of players. Then, add the Smuggler card. When a player chooses the Smuggler role card, they also take the Smuggler player tile. Then they decide which 1 of the 4 Smuggler actions they want to perform, as described below. Only the player who chooses the Smuggler card performs the action.

If the Smuggler card is not chosen, no coin is placed on it at the end of the round. The player with the Smuggler player tile may not choose the Smuggler role again. They must wait until someone else has played the role, taking the player tile from them.

Raid:
Remove all goods from any 1 Cargo Ship. Keep up to 3 of the removed Goods, and return the rest to the supply.

Plunder:
Remove all Goods from the Trading House and return them to the supply. Earn 1 VP for each removed Good.

Poach:
Reduce the number of workers in the Work Register to equal the number of players. Keep up to 3 of the removed workers and immediately place them on empty semicircles on your Island. These workers cannot be stored on your Portrait.

Capture:
Capture any unused role card by placing it in front of you. Take all the coins on this card, if any. If an opponent chooses the captured role during the current round, take 3 coins from the Bank. 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.



Add the Smuggler role card to the other role cards.

When a player chooses the Smuggler role, they choose one of the 4 actions to perform.

They also take the player tile. The player with the tile cannot choose the Smuggler role.

Don't place a coin on the Smuggler role card.

Expansion IV: FESTIVAL



Before setting up the game, set the Festival Board out so it is clearly visible to all players. Each game will have a different set of Festival goals to be achieved and they must be determined first.

Estates: Take 1 of each Estate (Corn, Fruit, Sugar, Tobacco, and Coffee), shuffle the tiles, and place them face down. Draw 1 and place it on the designated space on the Festival board. Return the remaining tiles.

Goods: Take 3 barrels of each type of Good (Corn, Fruit, Sugar, Tobacco, and Coffee), mix them up in a bag or in a player's hands, 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 barrels.

Building: Take 1 tile of each of the following Buildings: Factory, School, Harbor, and Wharf. Mix them up in a bag or a player's hands and randomly draw 1 Building to place on the designated space of the Festival board. Return the remaining tiles.

Notes: Expansion I and/or II set up the Buildings before taking 1 tile of each Building worth 3 VP. Then mix them up and draw 1 to place on the Festival board.

Each goal can be achieved only 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 on the Festival board. The player receives 3 workers from the general supply, if available, which can be immediately placed on their Island or Portrait. Place the Estate tile from the Festival board face-up next to the central game board.

The Production GOAL is awarded when a player produces all the Goods on the Festival board in the same turn. That player receives 3 coins. Return the barrels from the Festival board to the supply.

The Building GOAL is awarded to when a player buys the Building on the Festival board. They receive 3 VP.

History in a Board Game

"Puerto Rico 1897" is inspired by Puerto Rican culture and history, at a time when the country sought to break away from Spanish colonialism and move into the 20th century. As players, you become local farmers trying to create wealth, prestige, and independence in an emerging modern world. While *"Puerto Rico 1897"* is strongly rooted in the history of the island, the game cannot act as a perfect reflection of that era. However, we have tried to convey the entrepreneurial spirit of the times, as well as Puerto Rico's warm, welcoming culture.

What follows is an overview of the historical background of Puerto Rico, as well as some special aspects that play an important role in the theme and mechanics of the game. Ultimately, we hope that *"Puerto Rico 1897"* will pique your curiosity enough that you will seek out more information for yourself.

Historical Overview

Before 1492, Puerto Rico was called Boriken by the indigenous Taino people who had lived there for hundreds of years. The Taino initially welcomed the newcomers from Europe. Before long, the Taino culture and civilization had largely been destroyed by gun violence, unknown disease, and other afflictions that the conquistadores brought with them in their search for riches. Numerous African peoples also came to the island, rarely as explorers, mostly as enslaved peoples, to replace the lost labor power of the steadily dwindling Taino.

From this turbulent melting pot came the syncretic mix of culture, religion, and custom we call Puerto Rico. Cultural forms of expression – such as music, language, religion, art, food – that embody Puerto Rico today are rooted in the cultural traditions of the Taino, Spanish, and Africans.

During most of the Spanish colonial period, Spain valued the island mainly for military and strategic reasons. It invested in castles, forts and other fortifications to deal with attacks by the French, Dutch, and other colonial powers. Many of Puerto Rico's major cities were founded at this time, while the interior of the country was neglected. The rural population, the Jíbaros, were thus forced to build their own economy by growing goods such as tobacco, corn, rice, and citrus fruits. They traded these and other goods with the Spanish and other merchants. In the 18th and 19th centuries, the Spanish government encouraged further European immigration, partly through measures such as land allocation programs. Much of the land was used for commercial agriculture, with coffee and sugar the dominant export goods at that time. Since sugar in particular requires much land, labor, and resources, the plantation owners brought an increasing number of enslaved Africans to the island to scale with the ever-increasing work on the plantations. However, this also led to more frequent slave uprisings, the most famous of which was led by Marcos Xiorro in 1821. Although it was quickly crushed, heightened social pressures inside and outside Puerto Rico led to the abolition of slavery, at least nominally.

Spain found itself in decline at the end of the 19th century after gaining control of most of its colonies in the Western Hemisphere. Although many Puerto Ricans continued to profess their loyalty to the Spanish crown, others rebelled against the increasing repression and deteriorating economic conditions, including during the Grito de Lares in 1868. In 1897, Spain succumbed to the increasing political pressure from many sides and approved the Carta Autonómica, the granting of political autonomy to Puerto Rico. In 1897, after more than a century of upheaval, Puerto Ricans were ready to address the critical social and economic problems of their time and find a path to the future in their own right.

The Role of Puerto Rican Farmers after 1897

Regarding the development of Puerto Rico in the 20th century, most history texts focus mainly on America's role as a supporter of the country in its modernization. Without denying or obscuring the pros and cons of American occupation, *"Puerto Rico 1897"* raises a rather obscure facet of Puerto Rican history – that of the Puerto Rican farmers and the active role they themselves played in the modernization of their island.

The farmers did much more than grow grain to sell. They founded associations for mutual support and the exchange of information. They studied, acquired, and used advanced technologies for crop cultivation. They advocated for themselves in local and regional governments, pushing for political changes that included price regulation and easy access to credit.

Some farmers were able to escape a vicious cycle of annual debt by navigating the newly emerging economic system. They grew wealthy, became lenders and providers of various goods, and established themselves as well-known leaders in their communities.

Crops

Tobacco was determined as the most valuable crop in Puerto Rico in 1897. Tobacco is the second most valuable crop in the game. Despite it's relatively low profit compared to sugar (it was known as the poor man's harvest), it offered the best way to local land ownership. The initial investment was low and therefore offered more people the opportunity to participate. Since tobacco grew seasonally, farmers were able to better diversify their stocks and grow additional crops for sale and livelihood. This benefited local families and communities, fostering cohesion and political participation.

Sugar and coffee have been identified as the second and third most valuable crops, respectively. Because they require so many resources, they were more likely to be grown on larger plantations. They were included in this game because the Puerto Rican economy grew mainly through the sale of these three crops. Although sugar was traditionally the most valuable agricultural asset in Puerto Rico, there was a point in 1920 where tobacco accounted for 38% of the crop trade, while sugar sat at 25%.

In terms of the role of the trader, *"Puerto Rico 1897"* keeps commodity prices stable in the Trading House to make “gambling” easier. In reality, the prices of the individual goods fluctuated greatly due to a variety of factors, among them American and Puerto Rican demand, tariffs, and leverage used by farmers' associations and others.

The Buildings

Independent Puerto Rican tobacco farms were typically located in either the eastern or western highlands, which were considered remote areas at the time of our game. In 1897, basic infrastructure was poor and connections between the cities and the countryside were faulty. Over the course of the 20th century, Puerto Rico developed better means of connecting the two "faces" of the country, in both transportation and trade.

The 10-coin buildings of *"Puerto Rico 1897"* feature real, historical landmarks straight from that era. You could visit them tomorrow for the cost of a plane ticket.

City Hall is La Fortaleza in San Juan
The Fortress is El Morro in San Juan
The Customs House is Aduana in San Juan
The Fire Station is Parque de Bombas in Ponce
The Residence is Residencia Subirá in Ponce
The Cathedral is Catedral de Nuestra Señora de Guadalupe in Ponce
The Monument is Estatua de Cacique Jumacao in Humacao
Town Square is Plaza in San Sebastián

Farmers and Workers

The art on the cover and player boards of *"Puerto Rico 1897"* show the great diversity of age, gender, and ethnicity which can be found on the island both then and now. In 1897, half the population of Puerto Rico identified themselves as white, while the other half were considered to be people of color – mainly those of African and native descent.

The player boards intentionally show a male and a female side. Women often worked in the same way as men in the various tasks on a farm. Some women even owned farms themselves. On the farm, everyone pitched in. One of the most important aspects of Puerto Rican culture is the reverence for the Abuelita, the grandmother. Even though she may no longer participate in the hands-on work, everyone knows that you stay out of her way! The workers' tokens are meant to be extensions of the Portraits on the player boards, depicting the diversity of the people who have lived and worked in Puerto Rico. Men, women, and children have always been encouraged to participate in farm and plantation life.

Much of the agricultural work was carried out by people who came from all over the world to find wages and bread. Workers were paid, but we found the game easier to play if we did not account for paid work in the rules. We encourage you to experiment with variants that include paid work as you play. Working on a Puerto Rican farm, despite long hours and weary muscles, was paid, dignified work.





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For comments, suggestions, or questions about this game, contact us:

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BUILDINGS OVERVIEW

PRODUCTION BUILDINGS













SMALL BUILDINGS



1 extra coin at Trading House



Quarry instead of Estate



1 extra Estate



Stores barrels of 1 type of Good



1 worker when placing Estate or Quarry



Sell Good already in Trading House



2 extra coins at Trading House



Store barrels of 2 types of Goods



0/1/2/3/5 coins for types of Goods



1 worker when building



1 extra VP for each load



Chartered Ship (1 VP per barrel of 1 type)

LARGE BUILDINGS



1VP for every Commercial Building



1VP for every 4 VP in chips



1VP for every 3 workers



1/2VP for every Small/Large Production Building



4/5/6/7VP for 1-9/10/11/12 filled Countryside spaces

BUILDINGS OVERVIEW EXPANSIONS

EXPANSION I BUILDINGS



1 extra barrel for Large Fruit Warehouse/Large Sugar Mill



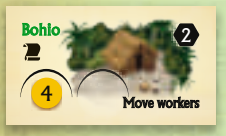
Pay 1 less coin (up to 3) for each worker, barrel, or VP returned



Forest instead of Estate; pay 1 less coin for 2 Forests



Store 3 extra barrels



Move workers to another tile



Personal Trading Post



0/1/1/2VP for Building section



Chartered Ship (1VP per any 2 barrels)



1 coin for each load, 1 coin if Captain



Double role's advantage



Coins for barrels of 1 type–1 (except Corn)



Before End: 2 same barrels

LARGE BUILDINGS



1/3/6/10VP for 1/2/3/4 sets of 3 in Countryside



No special function

EXPANSION II BUILDINGS



Buy 1 Estate for 1 coin | Sell 1 Estate for 1 coin



1 coin | 1VP



Discard Estate | 2VP for most empty Countryside

Pay 1 less coin for Small Building | Pay 2 less coins for Large Building

For each citizen, return 1 different barrel for 1VP each

1 citizen from supply

1 coin per citizen

LARGE BUILDING

1 extra VP for every citizen

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