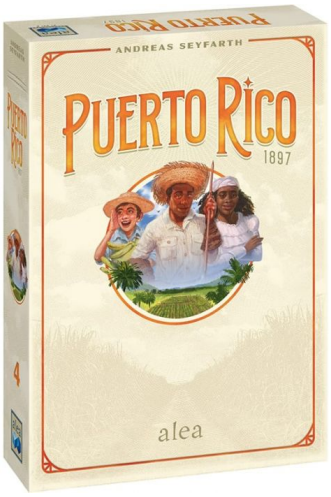
Puerto Rico 1894



EL NUEVO MUNDO necesita ciudadanos laboriosos para poder desarrollarse: colonos sin miedo, constructores industriosos, capataces benévolos, artesanos experimentados, mercaderes inteligentes, capitanes valientes y buscadores opportunistas. Con el paso de los años, encarnarás cada uno de estos papeles, ganando puntos de victoria por tus éxitos. Cada jugador debe intentar ser el mejor adaptándose a cada cambio, pero solo el más astuto obtendrá el mayor número de puntos de victoria y ganará la par•da.

OBJETIVO DEL JUEGO

El obje•vo es ganar la mayor can•dad de puntos de victoria gobernando estratégicamente la idílica isla de Puerto Rico. Los jugadores encarnarán por turnos el papel de Colonizador, Constructor, Capataz, Artesano, Mercader, Capitán o Buscador de oro. Aunque todos los jugadores pueden realizar las acciones de un personaje especí•co, solo el jugador que elige el papel se bene•ciará del privilegio asociado a él. Tened cuidado con vuestros rivales: a veces, elegir un rol bene•ciará a algunos más que a otros, incluso más que a • mismo. Los jugadores deben adaptarse constantemente a las condiciones en constante cambio para mantener su ventaja sobre los demás.

CONTENIDO

JUEGO BASE

- 5 tableros de Isla, cada uno con 12 espacios de Territorio (arriba) y 12 espacios de Ciudad (abajo)
- 1 tablero común
- 1 carta de Gobernador, que indica el jugador inicial del ronda actual
- 8 cartas de Ciudadano:
    - Colonizador
    - Constructor
    - Capataz
    - Artesano
    - Mercader
    - Capitán
    - 2 Buscadores de oro
- 49 •chas de Ciudad:
    - 5 Edi•cios Comerciales grandes
    - 24 Edi•cios Comerciales pequeños
    - 20 Edi•cios de Producción
- 58 •chas de Territorio:
    - 8 •chas de Cantera
    - 50 •chas de Plantación: » 12 Añil

» 11 Azúcar

» 10 Maíz

» 9 Tabaco

» 8 Café

- 5 barcos de carga
- 1 Sala de Reclutamiento
- 100 trabajadores
- 1 Casa de Contratación

- 50 barriles de mercancías:
  - 11 Añil (azul)
  - 11 Azúcar (blanco)
  - 10 Maíz (amarillo)
  - 9 Tabaco (beige)
  - 9 Café (negro)
- 50 •chas de Puntos de Victoria (PV):
  - 31 •chas azules (1 PV)
  - 19 •chas amarillas (5 PV)
- 51 doblones:
  - 43 monedas de plata (valor 1)
  - 8 monedas de oro (valor 5)

NOMBRES DE LOS EDIFICIOS

Pequeño Mercado | Hospicio | Fábrica | Residencia | Capilla

O•cina Zona | Villa | Proveedor Real | Hacienda | O•cina

Universidad | Fortaleza | Cabaña del Constructor | Gran Mercado | Dársena

Aduana | Pequeña Azucarera | Gran Almacén | Joyero

Pequeño Almacén | Gran Azucarera | Tostadero de Café | Jardín Real

Pequeña Plantación de Añil | Gran Plantación de Añil | Secadero de Tabaco | Gremiat

O•cina Territorial | Coto de Caza | Muelle

1 Cantera | 2 Canteras | 3 Canteras | 4 Canteras

- **Edi•cios Pequeños**
- **Edi•cios Grandes**

RESUMEN DE ROLES Y PRIVILEGIOS

ROL	ACCIÓN	PRIVILEGIO
COLONIZADOR	Elige una Plantación de las que están boca arriba y colócala en uno de los espacios libres de tu Territorio.	Puedes elegir coger una Cantera en lugar de la Plantación.

ROL	ACCIÓN	PRIVILEGIO
CAPATAZ	Cada jugador, por turnos, coge un trabajador de la Sala de Reclutamiento hasta que se agoten.	Coge 1 trabajador adicional de la reserva al comienzo de la fase.
CONSTRUCTOR	Compra un Edi•cio y colócalo en uno de los espacios de Ciudad de tu isla.	Paga 1 doblón menos para comprar un Edi•cio.
ARTESANO	Coge mercancías de la reserva.	Coge 1 barril adicional de cualquier •po de mercancía que produzcas.
MERCADER	Vende una mercancía en la Casa de Contratación y recibe dinero del banco.	Ganas una moneda extra por la venta de tu mercancía.
CAPITÁN	Carga mercancías en los barcos de carga, ganando 1 PV por cada barril cargado.	Gana 1 PV de boni•cación en la fase (no importa cuántos •pos de mercancía consigas cargar).
BUSCADOR DE ORO	No hay ninguna acción asociada a este rol.	Obtén 1 doblón del banco.
BUCANERO	No hay ninguna acción asociada a este rol.	Piratería, Bo•n, Saqueo, Secuestro.

CASA DE CONTRATACIÓN

PRECIO DE VENTA:

Maíz: 0 | Añil: 1 | Azúcar: 2 | Tabaco: 3 | Café: 4

RESUMEN RÁPIDO DE ROLES

- **Mercader:** Vende una mercancía en la Casa de Contratación.

Privilegio: Coge 1 doblón adicional por la venta.

- **Colonizador:** Coge una Plantación de la reserva.

Privilegio: Coge una Cantera en lugar de una Plantación.

- **Artesano:** Coge mercancías que puedas producir de la reserva.

Privilegio: Coge 1 mercancía adicional entre las que produces.

- **Constructor:** Construye 1 Edi•cio.

Privilegio: Paga 1 doblón menos por el Edi•cio.

- **Capitán:** Carga y envía mercancías.

Privilegio: Obtén 1 PV adicional.

- **Buscador de oro:** Sin acción.

Privilegio: Coge 1 doblón del banco.

- **Capataz:** Obtén nuevos trabajadores.

Privilegio: Coge 1 trabajador más (de la reserva).

- **Bucanero:** Piratería, Bo•n, Saqueo, Secuestro.
- **Gobernador:** El primero de la ronda.

EXPANSIONES

- **EXPANSIÓN 1: NUEVOS EDIFICIOS**

La Expansión 1 añade 24 Edi•cios pequeños y 2 Edi•cios grandes. Los Edi•cios de la Expansión 1 están indicados con texto en verde; ver página 13 para las reglas.

- **EXPANSIÓN 2: LOS NOBLES**

La Expansión 2 añade 12 Edi•cios Comerciales pequeños, 1 Edi•cio Comercial grande, 2 Edi•cios de Producción pequeños y 20 nobles (piezas redondas de madera rojas). Los Edi•cios de la Expansión 2 están indicados con texto en rojo; ver página 16 para las reglas.

- **EXPANSIÓN 3: LOS BUCANEROS**

Los Bucaneros añaden una nueva carta de Ciudadano y una •cha de jugador. Ver página 18 para las reglas.

- **EXPANSIÓN 4: EL FESTIVAL**

El Fes•val añade un nuevo tablero para los puntos. Ver página 18 para las reglas.

PREPARACIÓN DEL JUEGO

Los siguientes pasos están pensados para par•das de 3 a 5 jugadores. El ejemplo mostrado es la preparación para una par•da de 4 jugadores. Para la preparación con 2 jugadores, ver página 12.

1. El jugador más joven empieza. Dale a ese jugador la carta de Gobernador.
2. Coloca el tablero común en el centro de la mesa. Coloca los 49 Edi•cios del juego base en sus espacios correspondientes.
3. Coloca la Casa de Contratación debajo del tablero común. Separa los barriles de mercancías por •po y organízalos por color cerca de la Casa de Contratación.
4. Entrega a cada jugador un tablero de Isla. Según el número de jugadores, entrega a cada uno una can•dad de doblones de plata y una •cha de Plantación especí•ca, como se indica a con•nuación:

	3 Jugadores	**4 Jugadores**	**5 Jugadores**
Doblones de plata (a conservar en el puerto)	2 doblones	3 doblones	4 doblones
Ficha de Plantación inicial (boca arriba en el territorio)	1.º y 2.º jugador: Añil 3.º jugador: Maíz	1.º y 2.º jugador: Añil 3.º y 4.º jugador: Maíz	1.º, 2.º y 3.º jugador: Añil 4.º y 5.º jugador: Maíz

5. Prepara el resto de componentes según el número de jugadores (ver tabla abajo). Devuelve cualquier componente sobrante a la caja.
6. Coloca los doblones restantes en la reserva del banco en el tablero principal.

Componente	**3 Jugadores**	**4 Jugadores**	**5 Jugadores**
Fichas de Plantación	4 pilas	5 pilas	6 pilas
Fichas de PV	76 PV (Todas las •chas azules [1 PV] + 9 •chas amarillas [5 PV])	101 PV (Todas las •chas azules [1 PV] + 14 •chas amarillas [5 PV])	126 PV (Todas las •chas azules [1 PV] + 19 •chas amarillas [5 PV])

Componente	3 Jugadores	4 Jugadores	5 Jugadores
Barcos de carga	Barcos de 4, 5 y 6 espacios	Barcos de 5, 6 y 7 espacios	Barcos de 6, 7 y 8 espacios
Sala de Reclutamiento	3 trabajadores	4 trabajadores	5 trabajadores
Reserva de trabajadores	55 trabajadores	75 trabajadores	95 trabajadores
Cartas de Ciudadano	6 cartas (todas excepto los 2 Buscadores de oro)	7 cartas (todas excepto 1 Buscador de oro)	Las 8 cartas

DESARROLLO DEL JUEGO

Puerto Rico se juega a lo largo de varias rondas que representan la evolución de la isla durante varios años.

Al comienzo de cada ronda, el jugador con la carta de Gobernador elige una carta de Ciudadano y la coloca cerca de su tablero. A excepción del Buscador de oro, cada rol •ene una acción y un privilegio especial. El Gobernador realiza la acción y usa su privilegio. A con•nuación, el jugador a su izquierda realiza la acción de esa misma carta (sin el privilegio). El juego con•núa en el sen•do de las agujas del reloj hasta que todos hayan realizado dicha acción.

Luego, el jugador a la izquierda del Gobernador elige otra carta de Ciudadano restante, la coloca frente a él, ejecuta la acción y usa el privilegio. El siguiente jugador realiza la acción sin el privilegio, y así sucesivamente.

La ronda •naliza después de que cada jugador haya elegido una carta de Ciudadano y todos los demás hayan realizado la acción correspondiente.

Para empezar una nueva ronda, el Gobernador coloca un doblón de plata del banco sobre cada Ciudadano que no fue elegido en la ronda anterior. Cada jugador devuelve su carta de Ciudadano, y el jugador a la izquierda del Gobernador recibe la carta de Gobernador, convir•éndose en el jugador inicial de la nueva ronda.

FIN DEL JUEGO

En una par•da de 3 a 5 jugadores, el juego termina cuando se cumple al menos una de las siguientes condiciones durante una ronda:

- No hay su•cientes trabajadores para rellenar la Sala de Reclutamiento al •nal de la fase del Capataz.
- Uno o más jugadores llenan todos sus espacios de Ciudad durante la fase del Constructor.
- Se coge la úl•ma •cha de PV durante la fase del Capitán.

Al •nal de la par•da, cada jugador suma sus puntos de victoria:

- El valor de los PV acumulados en •chas (o anotados en papel).
- El valor en PV de cada uno de sus Edi•cios (estén ocupados o no).
- Los PV de boni•cación otorgados por cada Edi•cio grande ocupado.

El jugador con más puntos de victoria es el ganador. En caso de empate, el ganador será el jugador con mayor suma de doblones y mercancías combinados.

DETALLE DE LOS CIUDADANOS

CONSTRUCTOR

Acción: Compra una •cha de Edi•cio y colócala en un espacio de Ciudad.

Privilegio: Paga 1 doblón menos.

Edi•cio asociado: Universidad

- **Descuento por Canteras:** Cada Cantera ocupada reduce el coste de un Edi•cio en 1 doblón (hasta un máximo de -1 para la 1.ª columna, -2 para la 2.ª, -3 para la 3.ª y -4 para los Edi•cios grandes).
- El privilegio del Constructor se suma al descuento de las Canteras (sin reducir el coste por debajo de 0 doblones).

CAPITÁN

Acción: Carga mercancías en los barcos para ganar 1 PV por cada barril enviado.

Privilegio: Gana 1 PV extra en la fase.

Edi•cios asociados: Pequeño Almacén, Gran Almacén, Dársena, Muelle

- **Reglas de carga:** Cada barco solo puede transportar un •po de mercancía. Dos barcos dis•ntos no pueden contener el mismo •po de mercancía.
- Los jugadores están obligados a cargar mercancías si pueden, eligiendo el barco que les permita cargar la mayor can•dad de barriles posible.
- **Conservación:** Al •nal de la fase, cada jugador solo puede conservar un barril en su puerto (a menos que posea un Almacén). El resto se descarta. Luego, el Capitán vacía todos los barcos completamente llenos.

ARTESANO

Acción: Coge mercancías de la reserva según tu capacidad de producción.

Privilegio: Coge 1 barril adicional de cualquier •po de mercancía que produzcas.

Edi•cio asociado: Fábrica

- Nota: Si la reserva de una mercancía concreta se agota, no podrás recibir barriles de ese •po.

CAPATAZ

Acción: Cada jugador coge por turnos un trabajador de la Sala de Reclutamiento hasta vaciarla.

Privilegio: Coge 1 trabajador adicional de la reserva general al comienzo de la fase.

- Coloca o mueve tus trabajadores en tus •chas (Plantaciones, Canteras, Edi•cios).
- Al •nal de la fase, rellena la Sala de Reclutamiento contando todos los espacios libres de Ciudad en las islas de todos los jugadores (con un mínimo igual al número de jugadores).

BUSCADOR DE ORO

Acción: Sin acción.

Privilegio: Coge 1 doblón del banco.

COLONIZADOR

Acción: Elige una Plantación visible y colócala en un espacio de Territorio libre.

Privilegio: Puedes coger una Cantera en lugar de una Plantación.

Edi•cios asociados: Cabaña del Constructor, Hacienda, Hospicio

- Al •nal de la fase, descarta las Plantaciones no elegidas y revela •chas nuevas.

MERCADER

Acción: Vende un barril a la Casa de Contratación a cambio de doblones del banco.

Privilegio: Gana 1 doblón extra en la venta.

Edi•cios asociados: Pequeño Mercado, Gran Mercado, O•cina

- **Regla de la Casa de Contratación:** Solo puede haber un barril de cada •po en la Casa de Contratación (salvo si •enes la O•cina) y hay espacio para 4 barriles en total. Cuando esté llena, se vacía al •nal de la fase.

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.

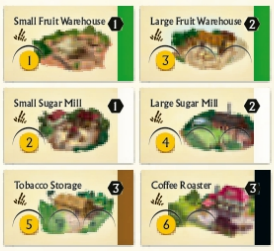


The Buildings

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.

The Commercial Buildings 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

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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.

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.

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.

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.

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.

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.



2 extra coins at the Trading House



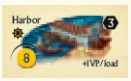
Store extra barrels of 2 types of Goods



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



1 worker during Build



1 extra VP for each load during Shipment



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.

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.

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.

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.

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 Small Production Building and 2 VP for every Large Production Building



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



1 VP for every 3 workers



1 VP for every 4 VP in chips



1 VP for every Commercial Building

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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.

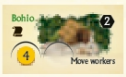
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Storehouse
At the end of the Shipment phase, the owner of an occupied Storehouse may store up to 3 additional barrels of any type of Good.



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 advantage.



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 face-up 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.

Each citizen is worth 1 VP.

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

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

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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

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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 (1VP per barrel of 1 type)

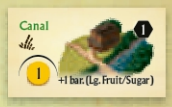
LARGE BUILDINGS



1VP for every Commercial Building | 1VP for every 4VP 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 Shipment, 1VP per 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



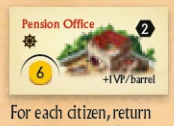
1 coin | 1VP



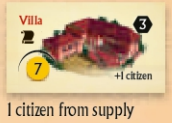
Discard Estate | 2VP for most empty Countryside



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

LARGE BUILDING





1 coin per citizen | 1 extra VP for every citizen

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