

## Puerto Rico 1897 SE Rules Summary (v2)

### Setup (3-5 players) (standard edition):

1. Place the main board in the middle of the table.
  - Special: Place the worker register & trading house on it.
2. Place the 8 quarry tiles face up in a stack on the board.
3. Place the role tiles on it based on the number of players.
  - 3 players: 6 tiles (no Adventurer).
  - 4 players: 7 tiles (with 1 Adventurer).
  - 5 players: all 8 tiles.
4. Place the building tray and resource tray near it.
  - Fruit, sugar, tobacco, coffee buildings in top left slots.
5. Place estate tiles in the Estate bag near it.
  - Draw 1 more estate tiles than the number of players from the bag and place them on the main board.
6. Place proper victory points and worker trays near it:
  - 3 players: trays marked 2 and 3 (75 vp & 58 workers).
  - 4 players: trays marked 2, 3 & 4 (100 vp & 79 workers).
  - 5 players: trays marked 2, 3, 4, 5 (126 vp & 100 workers).
7. Place workers equal to number of players on worker register.
8. Prepare ships based on the number of players.
  - 3 players: 4, 5 & 6 capacity ships.
  - 4 players: 5, 6 & 7 capacity ships.
  - 5 players: 6, 7 & 8 capacity ships.
9. Choose a starting player. They get the governor marker.
10. Give each player a player board and player portrait plus
  - Coins equal to 1 fewer than the number of players go on their board visible to all players (*Alt: 1 less with corn*).
  - Estate tiles, clockwise starting with the Governor (place face up on any of 12 top spots on their player board).
    - 3 players: 1st & 2nd players get fruit; 3rd gets corn.
    - 4 players: 1st & 2nd get fruit; 3rd & 4th get corn.
    - 5 players: 1st, 2nd & 3rd get fruit; 4th & 5th get corn.

### Game Play:

- Each round, the player with the governor marker goes first, then clockwise around the table each player takes a turn.
- On their turn, players choose one of the remaining role tiles.
  - Only the current player gets the **advantage**.
  - But all players perform the action for that role tile in clockwise order, starting with the player who chose it.
- Round ends when each player had a turn to choose a role tile.
  - Place a coin on each role tile that was not chosen.
  - Players return their role tile back to the pool of role tiles.
  - Pass the governor marker to the next clockwise player.

### End of Game Conditions:

- There are not enough workers to refill the work register at the end of a Recruiter role.
- One (or more) player board has all 12 building slots filled.
- The last VP token is taken during the Captain role.
  - If the last VP token is taken during another role (not Captain), the game continues until someone chooses (and completes) the Captain role.
  - Players still obtain the VP due to them (just not with VP tokens - use another way to keep track of VP tokens owed).

### Scoring:

Each player tallies their victory points:

- The value of their VP tokens (and VP tokens owed).
- The VP for each building (*white number in blue hex*).
- The bonus VP for **occupied** double-width expanded buildings.

Most victory points wins.

- If a tie, the tied player with most coins & goods crates wins.
- Still a tie? Share the victory!

### Available Roles (via role tiles):

- **All players** perform a chosen role **starting with the current player** in clockwise order.
- **Planter** (*develop the countryside*)
  - Take 1 estate tile from the main board onto player board.
  - **Advantage:** may take a quarry tile instead of an estate tile.
  - Then discard remaining main board estate tiles; refill with estate tiles from the bag (number of players +1 tiles).
- **Recruiter** (*recruit workers*)
  - **Advantage:** takes 1 bonus worker from the supply.
  - Take a worker from the worker register until all are taken.
  - Place or move workers on player board estates, buildings.
  - Place workers on worker register equal to number of open slots on player buildings (minimum is same as # of players)
- **Builder** (*develop buildings*)
  - Pay the cost to put one building onto your player board.
  - **Advantage:** pay 1 coin less than the building cost.
- **Craftsman** (*produce goods*)
  - Take goods from supply for occupied estate tiles with matching occupied buildings (corn needs no building).
  - **Advantage:** gain 1 additional crate for one you produced.
- **Trader** (*sell goods*)
  - Sell one crate to the Trading House at the specified rate.
    - may not be the same as one already in the Trading House
  - **Advantage:** +1 to specified rate.
  - If full afterwards, return all its crates to the supply.
- **Captain** (*ship goods*)
  - Starting with the Captain, each player **must** load all their goods of **one** type onto **1** cargo ship gaining 1 VP per crate.
    - Continues until no player has any crates possible to load.
  - After loading is complete, players do goods storing.
    - By default each play may store 1 goods crate.
    - Occupied warehouses can store additional crates.
  - Goods not loaded or stored spoil and return to the supply.
  - **Advantage:** gain 1 VP if you loaded anything.
  - Afterwards, full cargo ships are emptied back to the supply.
- **Adventurer** (*gain coin*)
  - **Advantage:** gain 1 coin.
  - Other players do nothing.

### Available Buildings:

- Each building may only be built once per player.
- A building must be occupied to activate its functions.
- The functions of each building is listed on the back of its tile.
- The reference card lists the buildings and their functions.
- Expansions also add more buildings explained in the rules.
  - There is a second building tile tray for expansion buildings.