

## Puerto Rico 1897 SE **2**player Rules Summary (v5)

### Setup (2 player mode) (standard edition):

1. Place the main board in the middle of the table.
  - Special: Place the worker register & trading house on it.
2. Place 5 of the quarry tiles face up in a stack on the board.
3. Place 7 role tiles on it (leave out 1 Adventurer role tile).
4. Place the building tray near it.
  - Fruit, sugar, tobacco, coffee production buildings in top left slots. Only place 2 of each - remove the extras).
  - Remove 1 of each commercial building tile from the tray (only place 1 of each building type in the tray).
5. Place the resource tray near the main board. Remove 2 crates of each type of resource from the tray.
6. Remove 3 of each type of estate tile from the game and place the remaining estate tiles in the Estate bag near it.
  - Draw 3 estate tiles from the bag (1 more estate tile than the number of players) and place them on the main board.
7. Place the tray for 2 player victory points and workers near it
8. Place 2 workers (number of players) on the worker register.
9. Place the 4 and 6 ships on the main board (only two ships).
10. Choose a starting player. They get the governor marker.
11. Give each player a player board and player portrait plus
  - 3 coins on their board visible to all players.
  - 1 estate tile (fruit to the starting player, corn to the other).

### Game Play:

- Each round, the player with the governor marker goes first, then alternate turns, choosing 3 roles each for the round.
- On their turn, players choose one of the remaining role tiles.
  - Only the current player gets the **advantage**.
  - But both players perform the action for that role tile starting with the player who chose it.
- After each player has chosen a role the first time, continue for each player to choose a second role from the remaining roles.
- After each player has chosen two roles, continue for each player to choose a third role from the remaining role tiles.
- Round ends when each player has chosen 3 role tiles.
  - Place a coin on the role tile that was not chosen.
  - Players return their role tiles back to the pool of role tiles.
  - Pass the governor marker to the other player.

### End of Game Conditions (at end of ROUND not phase):

- 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 the round when someone chooses (and completes) the Captain role.
  - Players still obtain the VP due to them (just not with VP tokens since the supply ran out - use another way to keep track of VP tokens owed).
- Game ends at the end of that round (not end of that phase).

### 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** then alternating till each chose 3 roles.
- **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 3 estate tiles from the bag.
- **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 of 2)
- **Builder** (*develop buildings*)
  - Pay the cost to put one building onto your player board.
  - Occupied quarries give a discount. 1 gives a 1 coin discount. 2 give a 2 coin discount 2nd row of tray and lower. 3 a 3 coin discount 3rd row and lower. 4th for large buildings.
  - **Advantage:** pay 1 coin less than the building cost.
- **Craftsman** (*produce goods*)
  - Take goods from the 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 player 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:

- Only one of each type of commercial building is available.
- Buildings & estates must be occupied to be activated.
- The reference card lists the buildings and their functions.
- 2nd building tray expansion buildings: see rulebook