

Puerto Rico - Game Overview

One player is governor (starting player). He's choosing a role and can*) follow the respective action (with privilege) or not. Afterwards all other players can use the action of this role as well. Then the next player chooses another role from the table, which can again be used by all other players. The game continues like that, until all players chose a role once. A doubloon is placed on the remaining role cards. All role cards are placed back on the table and the governor's card is handed over to the left. *) only the captain's role is mandatory for all players

Roles						
Siedler (settler)	Bürgermeister (mayor)	Baumeister (builder)	Aufseher (supervisor)	Händler (trader)	Kapitän (captain)	Goldsucher (gold seeker)
Actions						
Take 1 plantation tile from the open stock	Colonists from the ship to the plantations/cities (1 colonist at a time, one player after the other, as long as possible)	Buy 1 building and put it in your city. Active quarries reduce costs.	Production of goods (colored pieces)	1 good can be sold to trade house. Sort of good sold may not yet be represented in the trade house.	Deliver pieces of goods to the ships. Sort by sort from one player to the other, until no more deliveries are possible. MANDATORY ACTION!	Player takes 1 doubloon.
Privileges						
Take quarry instead of open plantation tile.	1 extra colonist from the stock.	Pay 1 doubloon less for purchase of buildings.	1 piece of goods extra, has to be of the same sort as produced by the player, to be taken from stock after all players finished the phase.	1 doubloon extra, in case player performs action.	1 victory point extra for 1st delivery.	
Functions of Buildings						
Bauhütte (site hut): quarry instead of plantation Hazienda: additional plantation tile from the covered piles Hospiz (guest house): 1 colonist on new plantation (not valid for Hazienda)		Universität: On purchase of a building, 1 extra colonist from the stock for this building	Manufaktur: extra doubloons for production: Number of produced sorts of goods (1/2/3/4/5) = doubloons: 0/1/2/3/5)	kleine Markthalle: 1 doubloon extra, in case sale effective große Markthalle: 2 doubloons extra, in case sale effective Kontor (branch office): Sale of identical goods ok	Hafen (harbor): 1 victory point extra for each delivery Werft (shipyard): virtual ship can be used once in captain's role for delivery of up to 11 pieces of one sort of goods	
to be done, after all players finished the role						
Discard open plantation tiles and lay out new tiles, number = players + 1	Determine new number of colonists according to free spaces on buildings, minimum: number of players. Place colonists on colonist ship			Trade house to be emptied, in case it's full (4 pieces of goods in the trade house)	Empty full ships. <i>Check stock situation:</i> 1 piece is allowed. Kleines Lagerhaus: 1 sort of goods extra Großes Lagerhaus: 2 sorts of goods extra	
End of Game: during the phase, in which there are not enough colonists to refill colonist ship <i>or</i> not enough victory points available <i>or</i> 1 player has fully used up the space in his city. Fully finish round!						