

The Rules

The game preparation is the same as the original except as described below:

Place **all 55 violet buildings** (2 each 12 small + 5 large original buildings + 2 each 12 small + 2 large new buildings) *next* to the game board.

The starting player begins and chooses 1 building from *all* the violet buildings next to the board and places it on the board on appropriate (*the building cost must match!*) **empty** violet building space. If he chooses a small building, he places the second building of the same kind on top of the one he just placed: the small buildings are placed in pairs! The players continue placing buildings in clockwise order until the spaces for all 12 small and all 5 large violet buildings are filled. Place the 26 (2 each 12 small and 2 large) unchosen violet buildings back in the box – they will not be used in the game.

Exception: players should not choose both Hacienda and Forest House in the same game. Thus, as soon as one of the two is selected, the other is removed from the game.

Note: for the buildings costing 2, 5, and 8 doubloons, there are 6 different possible combinations of building choices for the 2 available spaces for each. For the buildings costing 1, 3, 4, 6, 7, and 9 doubloons, there are only 2 possible options for the 1 available space for each.

The game begins and is played as in the original.

Naturally, you are welcome to make your own changes to these rules to satisfy your specific needs. For example, you may want to try playing with all 31 different violet buildings in the game. In this case, there is just one of each violet building (there will not be enough room on the game board for these buildings). Thus, when a player builds a violet building, he will be the only player to have it in the game. Also, you can play with all colonists and victory points; the game ends when the first player builds the 12th building.

The buildings used in this expansion are based on suggestions and ideas from the following persons. The publisher and author thank these people for their ideas and interest in the game.

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From the 24 small and 7 large different violet buildings, the players choose, in clockwise order, which 12 small and 5 large different violet buildings will be available in the game. (by building cost!)

Example: a player chooses black market and places both black market buildings on the hacienda space on the board.. Later, a player chooses hacienda and places both hacienda buildings on the construction hut space on the board..

The construction hut and forest house buildings cannot now be chosen as there is no longer a place to put them on the board.



Puerto Rico Expansion

may only be played with Puerto Rico



The new buildings in detail

aqueduct

If the owner of an occupied aqueduct produces at least 1 indigo in his indigo plant (not small indigo plant), he takes *one* additional indigo. Similarly, if he produces at least 1 sugar in his sugar mill (not small sugar mill), he takes *one* additional sugar.

Example 1: the player produces 0 indigo in his indigo plant and 1 sugar in his small sugar mill; he takes 0 indigo and 1 sugar.

Example 2: the player produces 1 indigo in his indigo plant and 3 sugar in his sugar mill: he takes 2 indigo and 4 sugar.

forest house

On his turn in the settler phase, the owner of an occupied forest house may place a forest on one of his empty island spaces instead of choosing one of the available plantations (or quarry, if that was an option).

When he places a forest, he chooses one of the face-up plantation tiles (not a quarry) and discards it from the game. When there are no more forest or plantation tiles, he may no longer place a forest.

When he builds a building (whether the forest house is occupied or not), he may reduce the cost of the building by 1 doubloon for each *two* forests on his island. This reduction is in addition to the builder and quarry reductions, but does *not* come with the column restriction of the quarry.

Note: forests do *not* have space (or need) for colonists.

Example: the player has 6 forests, 2 occupied quarries, and is the builder; to build a large warehouse, he pays nothing: $6 - 1$ (builder) $- 2$ (quarries) $- 3$ (forests – no column limit) = 0.

black market

When the owner of an occupied black market builds a building, he may reduce the cost of the building by up to 3 doubloons by returning *one* colonist, *one* good, and/or *one* VP to the supply.

Note: the player may choose which, if any, to return, but no more than one of each. Also, he may not have any doubloons left after building.

Thus, he may only use the black market proceeds to build the building.

Example: the owner of an occupied black market wants to build the harbor (8 doubloons), but has only 6 doubloons. He returns an indigo and a colonist to the supply to earn the 2 doubloons he needs to pay for the harbor. He could not also return a VP chip to further reduce the cost as he would then have 1 doubloon left.

storehouse

At the end of each captain phase, the owner of an occupied storehouse may, in addition to the *one* good he is normally allowed to keep, keep *three* additional goods (barrels) of any kind.

Example: the owner of an occupied storehouse also has an occupied large warehouse: he may keep all barrels of 2 kinds of goods plus 4 additional barrels of any kinds of goods.

guesthouse

In the mayor phase, the owner of a guesthouse, may place up to *two* colonists in his guesthouse. He may later move these guests, *at the start, during, or at the end* of all other phases to any building, plantation, or quarry of his choice where they immediately go to work and must remain until the next mayor phase. The guests may be moved in the same or in different phases.

Example: at the end of the captain phase, the owner of an occupied guesthouse moves one guest to his storehouse and uses the storehouse immediately to keep 3 additional goods that remained on his windrose. Later, he chooses the trader as his role and moves the second guest to his library so he can double his trader privilege. These two guests, like normal colonists, remain on the storehouse and library until the next mayor phase.

trading post

During the trader phase, the owner of an occupied trading post may choose whether to sell *one* good to the trading house *or* his trading post. If he chooses to sell a good to his trading post, he may sell any good he

has (even one already in the trading house) for the normal price, adding the bonus for the trader, if he is the trader. He places the sold good directly in the supply. *The player has, essentially, a small trading house with room for 1 good.*

The player may sell to his trading post even if the trading house is full.

Note: the small and large markets do *not* add their bonuses when a player sells to his trading post!

Special notes

The aqueduct does not work with the small indigo plant or the small sugar mill.

If a player with an occupied forest house ...

- has an occupied library, he may place 0, 1, or 2 forests as his plantation placements;
- has an occupied hospice and places a forest, he places the colonist in San Juan.

If a player returns a VP or a colonist after the game end requirement has been met, the game is still at game end.

The colonist on the black market may not be the one chosen to be returned.

We recommend that players choose either the office or the trading post to use in the game, but not both.

church

When the owner of an occupied church builds a building from the 2nd or 3rd column, he gets 1 VP chip. When he builds a large building (4th column) he gets 2 VP chips.

small wharf

The small wharf is similar to the wharf with the some importance differences. A player with an occupied small wharf may ship *different* barrels of goods during one of his turns during the captain phase, but he gets only 1 VP for every *two* barrels he ships. Also, the player may ship as few (at least 1) or as many as he likes, and need not ship all of a kind.
Example: the owner of an occupied small wharf uses it to ship 3 corn, 1 sugar, and 2 tobacco. For this, he receives 3 VP chips. He chooses to keep 1 sugar and 1 tobacco to sell in a later trader phase (this assumes he cannot ship them on later turns in this captain phase).

lighthouse

The lighthouse is similar to the harbor, but the player gets 1 doubloon instead of 1 extra VP chip. If the owner of an occupied lighthouse is also the captain, he gets *one* additional doubloon.
Example: the captain is the owner of an occupied lighthouse and ships 2 corn on the corn ship on his first turn in the captain phase. He takes 3 VP chips and 2 doubloons: 1 for the lighthouse and 1 for being captain. In his next shipping turn, he ships 3 indigo from his occupied wharf and takes 3 VP chips and 1 doubloon. In his third shipping turn, he ships 3 sugar from his small wharf and takes 1 VP chip and 1 doubloon.

specialty factory

The specialty factory is similar to the factory, but it rewards production of *one* kind of goods. The player takes doubloons from the bank equal to 1 less than the number of goods he produced of *one* kind: the kind he produced the *most* of (except corn).
Note: a player may not use corn in his specialty factory!
Example: the owner of an occupied specialty factory produces 4 corn, 3 sugar, and 2 coffee. Thus, the specialty factory earns his 2 doubloons: 3 (sugar) - 1.

library

The owner of an occupied library doubles the privilege he gets when he takes a role. The *settler* may first take either a plantation or a quarry. Then, after all other players have chosen their plantations, the settler may take a plantation from those remaining face up. He may not take a quarry as his doubled privilege. The *craftsman* may take 2 of the *same* good or 2 *different* goods.

union hall

Before the owner of an occupied union hall ships for the first time in the captain phase, he takes 1 VP chip for every 2 of the *same* good on his windrose. Afterwards, the shipping continues as normal.
Example 1: the owner of an occupied union hall has 3 corn, 2 indigo, and 1 coffee. He takes 2 VP chips: 1 for the corn and 1 for the indigo.
Example 2: the owner of an occupied union hall has 4 corn, and 2 coffee. He takes 3 VP chips: 2 for the corn and 1 for the coffee.

statue

No colonists can or need be placed on the statue. The statue is worth 8 points at game end.

cloister

The owner of an occupied cloister earns extra VPs for sets of 3 *like* island tiles. For 1 set of 3 like tiles, he earns 1 VP, for 2 sets of 3 like tiles, he earns 3 VPs, for 3 sets of 3 like tiles, he earns 6 VPs, and for 4 sets of 3 like tiles, he earns 10 VPs (the maximum).
Example: the owner of an occupied cloister has 6 forests, 3 quarries, 2 corn plantations, and 1 coffee plantation at game end. He earns 6 extra VPs.
If he has an additional corn plantation instead of the coffee plantation, he would earn 10 extra VPs instead.

The player does not get a VP chip when he builds the church, even if he has an occupied university or guesthouse.

If a player also owns an occupied wharf, he may use this on a different turn during the captain phase.

To clarify: to earn the doubloon for shipping, a player does not need to be captain.
To earn the extra doubloon for being captain, the captain need not ship anything during the captain phase.

To clarify: the specialty factory works for only 1 kind of good and never corn!

The most a player could earn is with indigo or sugar: small + normal production building + aqueduct + craftsman + library = 7 goods = 6 doubloons.

If the player choosing the role is the owner of an occupied library and ...
- he has an occupied construction hut, he may take a quarry as his doubled privilege;
- he has a hospice, he may only take a colonist with his first plantation (quarry).

When a player with an occupied university builds a statue, he places the colonist in San Juan.

D.	VP	Name	Text	notes
1	1	aqueduct	+ 1 good with sugar mill or indigo plant (craftsman phase)	
2	1	forest house	forest as plantation 2 forests: -1 doubloon with building (settler/builder phase)	discard a plantation tile!
2	1	black market	-1 doubloon for each 1 VP, good, colonist (builder phase)	
3	1	storehouse	store 3 of any kind of goods (captain phase)	
4	2	guesthouse	move guests (all phases)	with 2 circles!!
5	2	church	+0/1/1/2 VP with building (builder phase)	
5	2	trading post	your own trading house (trader phase)	
6	2	small wharf	your own ship +1 VP for each 2 goods (captain phase)	
7	3	lighthouse	+1 doubloon per shipment and per captain (captain phase)	
8	3	library	double each privilege (all phases)	
8	3	specialty factory	#-1 doubloon with production of same goods (craftsman phase)	
9	3	union hall	<u>before shipping:</u> +1 VP for each 2 same goods (captain phase)	
10	4	cloister	+1/3/6/10 VP for 1/2/3/4 sets of 3 same plantations (game end)	
10	8	statue	no further function (game end)	<u>no circle!!</u>

aqueduct 1 <div>1</div> + 1 good with sugar mill or indigo plant (craftsman phase)	trading post 2 <div>5</div> your own trading house (trader phase)	∞
forest house 1 <div>2</div> forest as plantation 2 forests: -1 doubloon with building (settler/builder phase)	small wharf 2 <div>6</div> your own ship +1 VP for each 2 goods (captain phase)	statue no further function (game end) 10
black market 1 <div>2</div> -1 doubloon for each 1 VP, good, colonist (builder phase)	lighthouse 3 <div>7</div> +1 doubloon per shipment and per captain (captain phase)	<div>forest</div> <div>forest</div>
storehouse 1 <div>3</div> store 3 of <u>any</u> kinds of goods (captain phase)	library 3 <div>8</div> double each privilege (all phases)	<div>forest</div> <div>forest</div>
guesthouse 2 <div>4</div> <div></div> move guests (all phases)	specialty factory 3 <div>8</div> #-1 doubloon with production of same goods (craftsman phase)	<div>forest</div> <div>forest</div>
church 2 <div>5</div> +0/1/1/2 VP with building (builder phase)	union hall 3 <div>9</div> before shipping: +1 VP for each 2 same goods (captain phase)	<div>forest</div> <div>forest</div>

aqueduct **1**
 1 + 1 good with
 sugar mill or
 indigo plant
 (craftsman phase)

forest house **1**
 2 forest as plantation
 2 forests: -1 doubloon
 with building
 (settler/builder phase)

black market **1**
 2 -1 doubloon for
 each 1 VP, good,
 colonist
 (builder phase)

storehouse **1**
 3 store 3 of any
 kinds of goods
 (captain phase)

guesthouse **2**
 4 move
 guests
 (all
 phases)

church **2**
 5 +0/1/1/2 VP
 with building
 (builder phase)

trading post **2**
 5 your own
 trading house
 (trader phase)

small wharf **2**
 6 your own ship
 +1 VP for each
 2 goods
 (captain phase)

lighthouse **3**
 7 +1 doubloon per
 shipment and
 per captain
 (captain phase)

library **3**
 8 double each
 privilege
 (all phases)

specialty factory **3**
 8 #-1 doubloon
 with production
 of same goods
 (craftsman phase)

union hall **3**
 9 before shipping:
 +1 VP for each
 2 same goods
 (captain phase)

cloister **4**
 +1/3/6/10 VP
 for 1/2/3/4 sets
 of 3 same
 plantations
 10 (game end)

