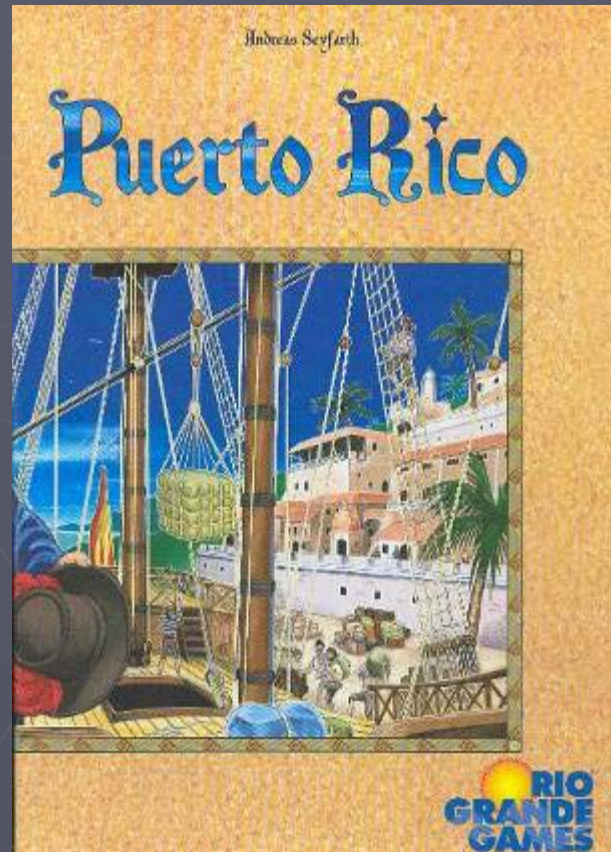


An Introduction to Puerto Rico



The board game from Rio Grande Games

An Introduction to Puerto Rico

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In association with:

Royal Oak Boardgamers Association (ROBA)

http://www.qbqm-umc.org/stjohns_ro/roba/

<http://games.groups.yahoo.com/group/ROBA/>

Originally Presented on July 30, 2005

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Intended Audience for this Presentation

- ▶ Never played Rio Grande's Puerto Rico (PR) before
- ▶ Interested in learning the basics without having to read the entire rules
- ▶ Curious about how the game plays

Presentation Objectives

- ▶ By the end of this presentation you should:
 - Have gained basic understanding of PR's mechanics
 - Be ready to play a game with some support from either:
 - ▶ Experienced player(s)
 - ▶ Rule Book
 - Have insight into main strategies of PR

PR's Theme

- ▶ Players are land holders in the new colony of Puerto Rico
- ▶ Circa 16th-17th century
- ▶ Players strive to develop their holdings and gain favor from the court of Spain

Game Components (a Quick Look)



the victory point chips (in 2 separate piles):

- with 3 players: 75 points
- with 4 players: 100 points
- with 5 players: all 122 points



all 8 quarry tiles (face-up)

all remaining plantation tiles (well shuffled in 5 face-down stacks)

4, 5, or 6 plantation tiles (one more than the number of players) are taken from the face-down stacks and placed face-up next to the quarry tile stack.

the role cards

- with 3 players: all cards except both prospectors (= 6 cards)
- with 4 players: all cards except one prospector (= 7 cards)
- with 5 players: all 8 cards



three cargo ships

- with 3 players: the ships with 4, 5, and 6 cargo spaces
- with 4 players: the ships with 5, 6, and 7 cargo spaces
- with 5 players: the ships with 6, 7, and 8 cargo spaces



all goods (in 5 separate piles)

the trading house

the colonist ship

with 3, 4 or 5 colonists, depending on the number of players

the brown colonist markers (as supply pile)

- with 3 players: 55 colonists
- with 4 players: 75 colonists
- with 5 players: 95 colonists



Place unused material back in the box.

Object of the Game


- ▶ The Player with the most “Victory Points” (VP) at the end of the game is the winner.
- ▶ Victory Points (VP) = Status in Spain

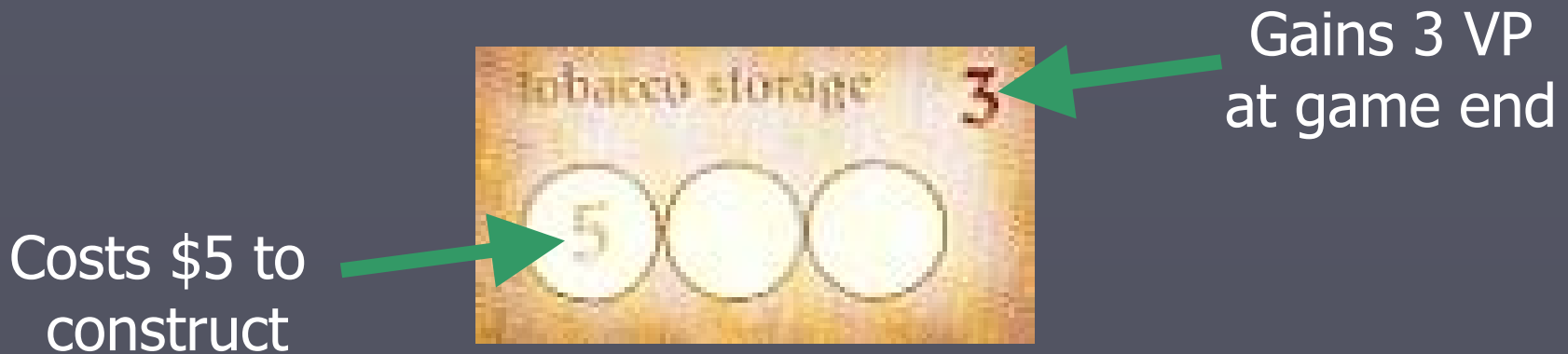


Gaining Victory Points

- ▶ Two main ways to get Victory Points:
 - **Construct Buildings**
 - **Ship Goods to Spain**

Constructing Buildings

- ▶ Buildings cost money () to construct
 - This is the only use for money in the game!
- ▶ Buildings give their owner VP's at **game end**



Shipping Goods

- ▶ Shipping Goods to Spain gains VP for player
- ▶ **Step 1:** Produce the Goods



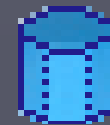
Occupied
Plantation

+



Occupied
Production
Building

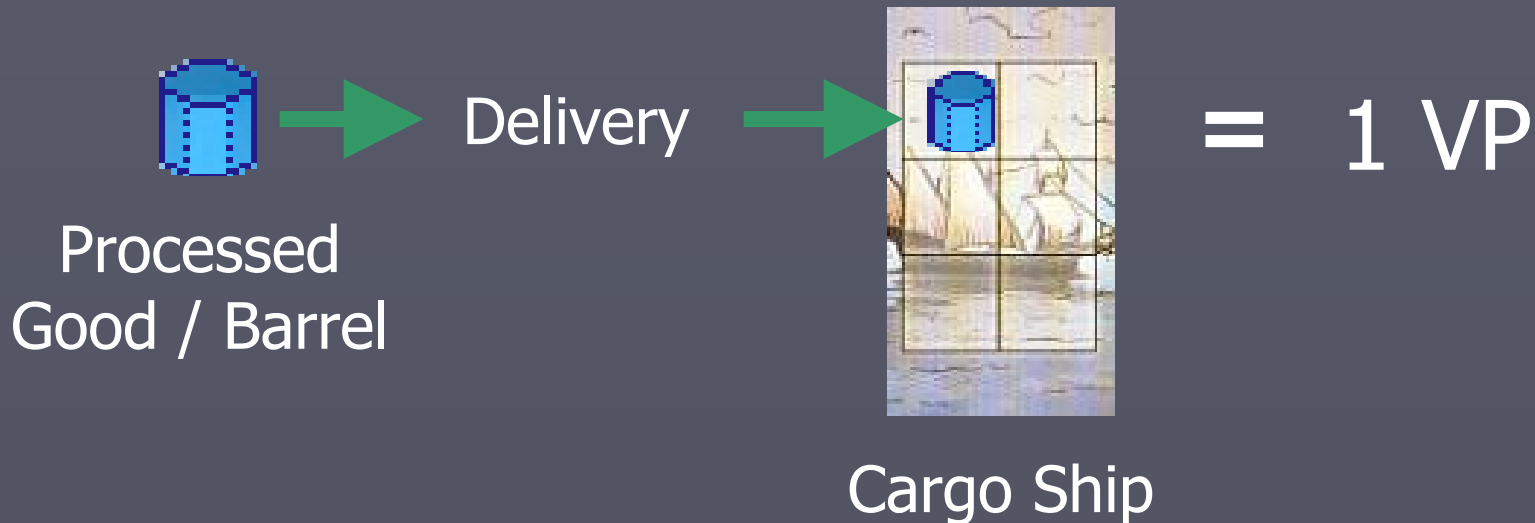
=



Processed
Good

Shipping Goods

► **Step 2:** Deliver the Goods to the Ship



(Note: Each barrel delivered, **regardless of type** is worth **1 VP**)

Player Mat

- ▶ Each player gets their own player mat
- ▶ On the mat, Players place their:

Plantations



Buildings



Goods

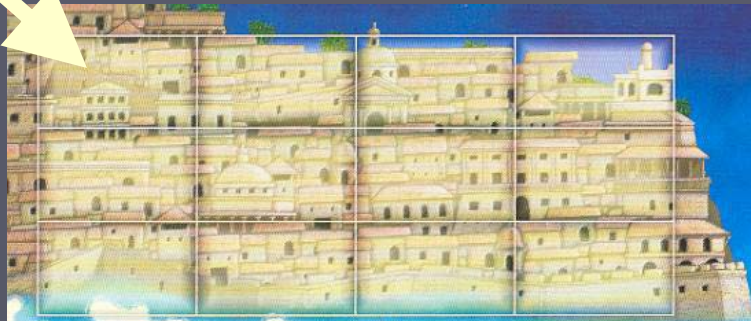


Doubloons \$



Player Mat

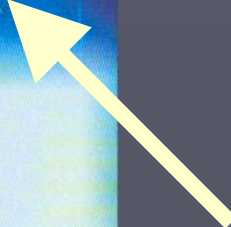
Buildings



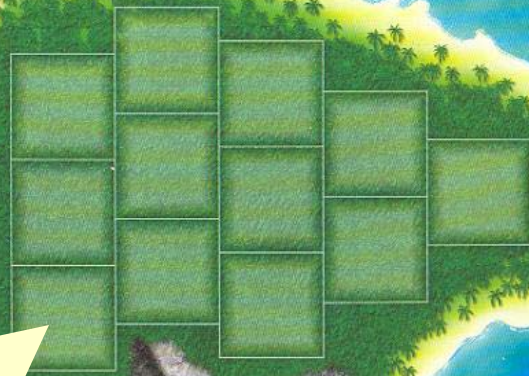
UnShipped Goods



Doubloons



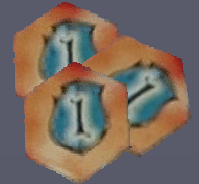
San Juan



Plantations
(and Quarries)



Player Mat Example



VPs



Role Card

Goods

- ▶ There are 5 different goods to produce:
 - Corn
 - Indigo
 - Sugar
 - Tobacco
 - Coffee

Goods

- ▶ Produced Goods (or barrels) serve two important purposes:
 - Goods can be **shipped** for VP
 - Goods can be **sold** for money (\$)

Plantations and Goods

Plantations

Goods/Barrels

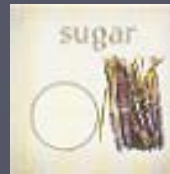
Corn



Indigo



Sugar



Tobacco



Coffee






A Note about Quarries



- ▶ Placed in Player's Plantation Area
- ▶ Only obtained by special privilege
- ▶ Each occupied Quarry reduces the cost of a building by \$1
 - Up to maximum displayed on building chart
- ▶ There are only **8** quarries in the game

Quarry Maximum Discounts

Shows how
Many quarries
can be used
to purchase a
new building

				
small indigo plant 1 1	indigo plant 2 3	tobacco storage 3 5	guild hall 4 2 victory points for each large building	
small sugar mill 1 2	sugar mill 2 4	coffee roaster 3 6	10 1 victory point for each small building (game end)	customs house 4 1 victory point for every 4 victory point chips (game end)
small market 1 1 + 1 doubloon with sale (trader phase)	hospice 2 4 - 1 colonist with settling (settler phase)	factory 3 7 + 0/1/2/3/5 doubloons with production (craftsman phase)	residence 4 10 4 VP for ≤ 9 5 VP for 10 6 VP for 11 7 VP for 12 occupied island spaces (game end)	city hall 4 10 1 victory point for each violet building (game end)
hacienda 1 2 + 1 plantation from supply (settler phase)	office 2 5 sell same kind of goods (trader phase)	university 3 8 - 1 colonist for building (builder phase)	fortress 4 10 1 victory point for every 3 colonists (game end)	
construction hut 1 2 quarry instead of plantation (settler phase)	large market 2 5 + 2 doubloons with sale (trader phase)	harbor 3 8 + 1 victory point per delivery (captain phase)		
small warehouse 1 3 store 1 kind of goods (captain phase)	large warehouse 2 6 store 2 kinds of goods (captain phase)	wharf 3 9 your own ship (captain phase)		

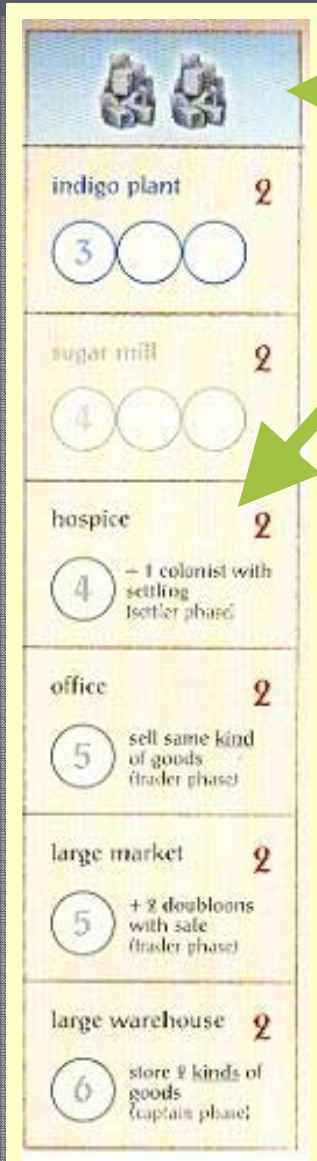
Quarry Maximum Discounts



Only 1 Quarry can be used to purchase buildings in this column (max discount = \$1)

e.g. Small Market costs \$0 if player has occupied Quarry

Quarry Maximum Discounts



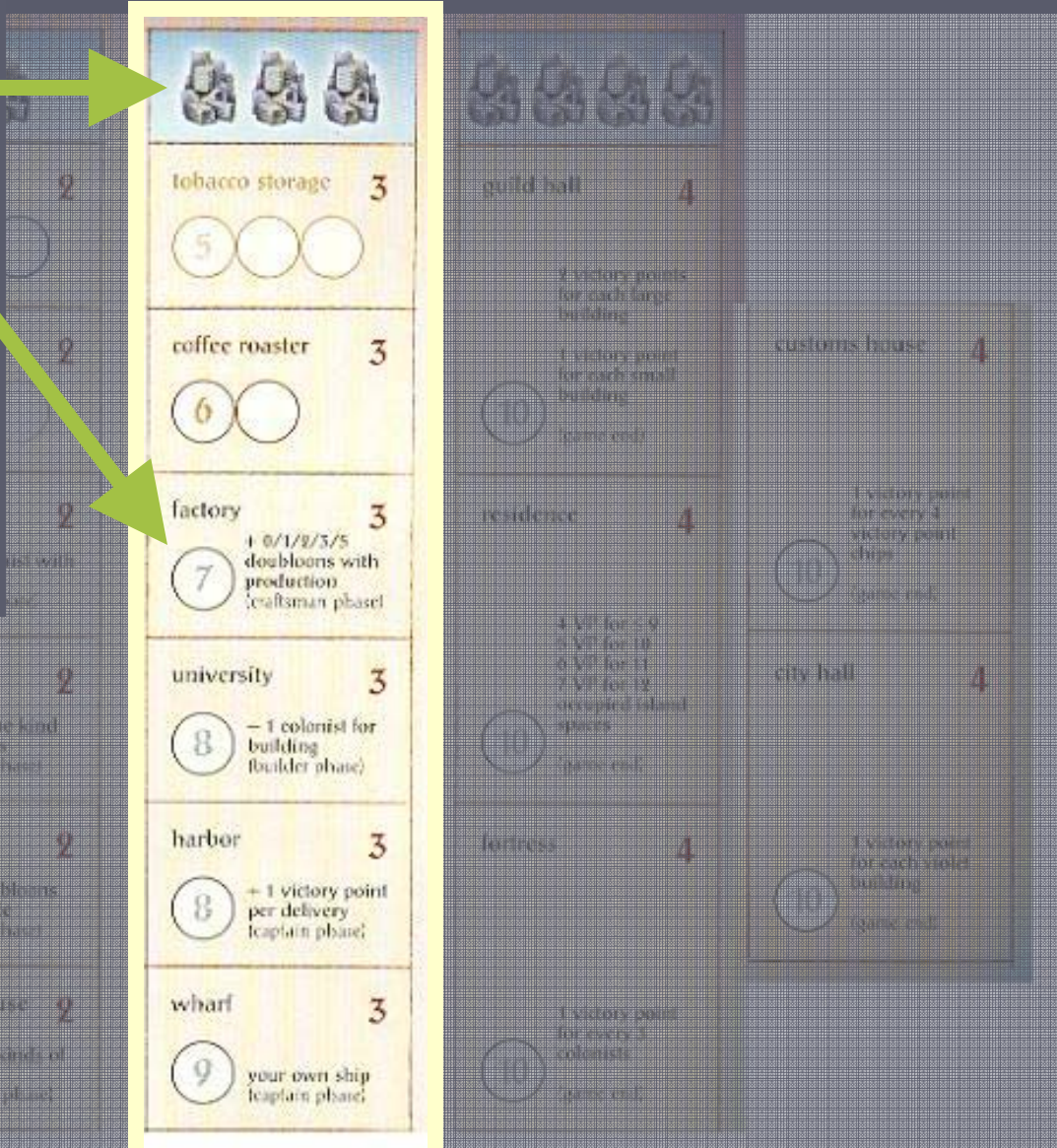
Up to 2 Quarries
can be used
(max discount = \$2)

e.g. Hospice would
Cost \$2 if
player has two
occupied quarries

Quarry Maximum Discounts

Up to 3 Quarries
can be used
(max discount = \$3)

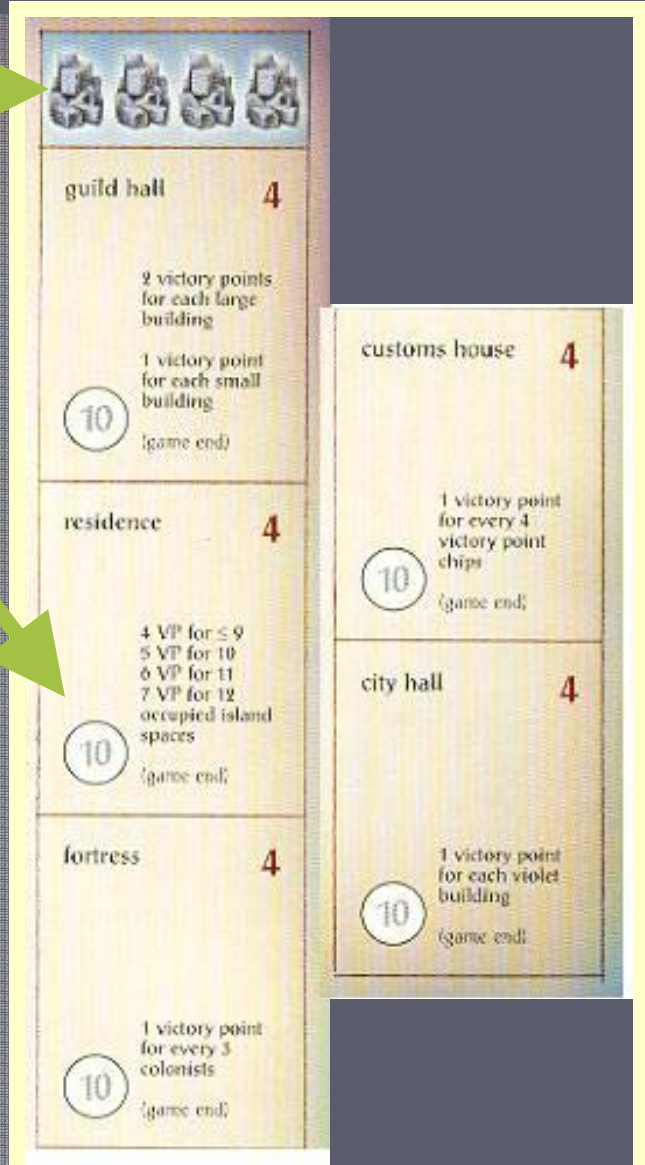
e.g. Factory would
Cost \$4 if
player has three
occupied quarries



Quarry Maximum Discounts

Up to 4 Quarries
can be used
(max discount = \$4)

e.g. Residence would
Cost \$6 if
player has four
occupied quarries



Comparing Goods

Selling Price vs. Ease of Production

■ Production Ease ■ Selling Price



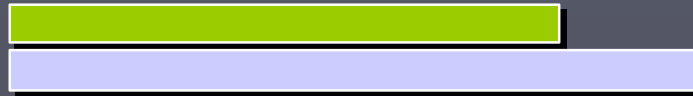
Corn



Indigo



Sugar








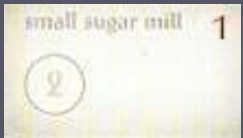





Tobacco



Coffee



Comparing Goods

		Sale Price	Buildings
Corn		0	None Required!
Indigo		1	 
Sugar		2	 
Tobacco		3	
Coffee		4	

Let's Play!

- ▶ Ok, Let's try a game!
- ▶ We'll walk through the first few turns of a 4 player game...
- ▶ **Note:**
 - Strategies and choices made by the players are not necessarily optimal. They were selected to quickly explain the basics of the game.

Starting Play

Drake



Lucrezia



Philip



Mona



- ▶ Drake, Lucrezia, Philip and Mona sit down for a game of Puerto Rico
- ▶ The order of play is determined randomly
 - (Drake will go first)

Starting Play

Drake



Lucrezia



Philip



Mona



- ▶ Since this is a 4 player game, the following components are used:
 - 100 Victory Points
 - 5 face-up Plantations available
 - 8 quarries (as always)
 - All Role cards (except for one prospector) = 7 cards
 - 3 Cargo Ships (5, 6, and 7 cargo spaces)
 - 75 colonists in the supply
 - 4 colonists on the colonist ship

4 Player Set-Up

8 Quarries

Face down plantations

100 VP

5 available Plantations (4 players + 1)

3 Cargo Ships
5, 6, and 7 spaces

7 Role Cards (only 1 prospector)

All goods

75 colonists in supply

4 colonists on ship ³²



Drake



Drake's Starting Position

- ▶ Drake (Player 1) starts with one Indigo Plantation and 4 doubloons

There is plenty of time to win this game, and to thrash the Spaniards too!



Lucrezia



Lucrezia's Starting Position

- ▶ Lucrezia (Player 2) starts with one Indigo Plantation and 4 doubloons

O cruel
Monster!
See what
I can
Do!



Philip



Philip's Starting Position

- ▶ Philip (Player 3) starts with one Corn Plantation and 4 doubloons

My
invincible
armada of
cargo ships
will crush
you all!

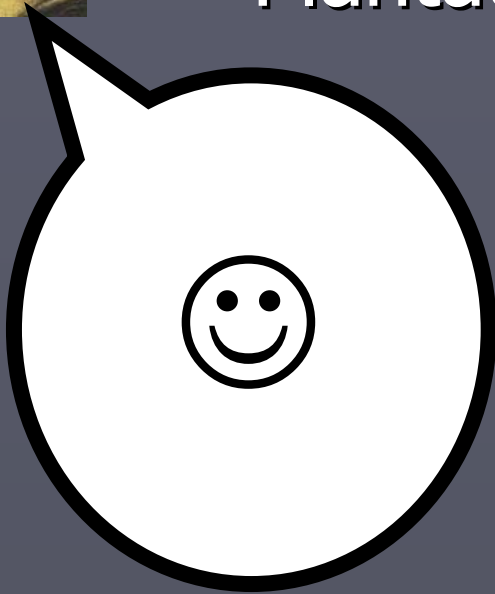


Mona

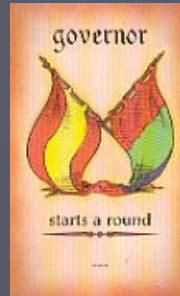


Mona's Starting Position

- ▶ Mona (Player 4) starts with one Corn Plantation and 4 doubloons



The Governor



It's good
to be
the Governor!

Drake



Lucrezia



Philip

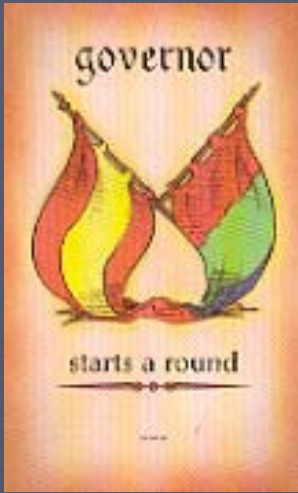


Mona



- ▶ Since Drake is first, he is the Governor for this round

The Governor



- ▶ Player holding the Governor card always goes first
- ▶ After all players have selected a Role, the Governor moves to the next player.

The Player's Turn

- ▶ Select an available Role
 - Take a role card and place it near your mat
- ▶ Perform the Action for that role
 - (plus any special “privilege” actions for the role)
- ▶ All other players perform the action for that role in sequence (clockwise)

The Roles

settler



new plantation

quarry instead of
plantation

builder



building

building cost minus
1 doubloon

mayor



new colonists

1 colonist more
(from supply)

craftsman



production

1 good more
(from supply)

trader



goods sale

1 doubloon more
from the bank

captain



goods delivery

1 victory point more
(total)

prospector

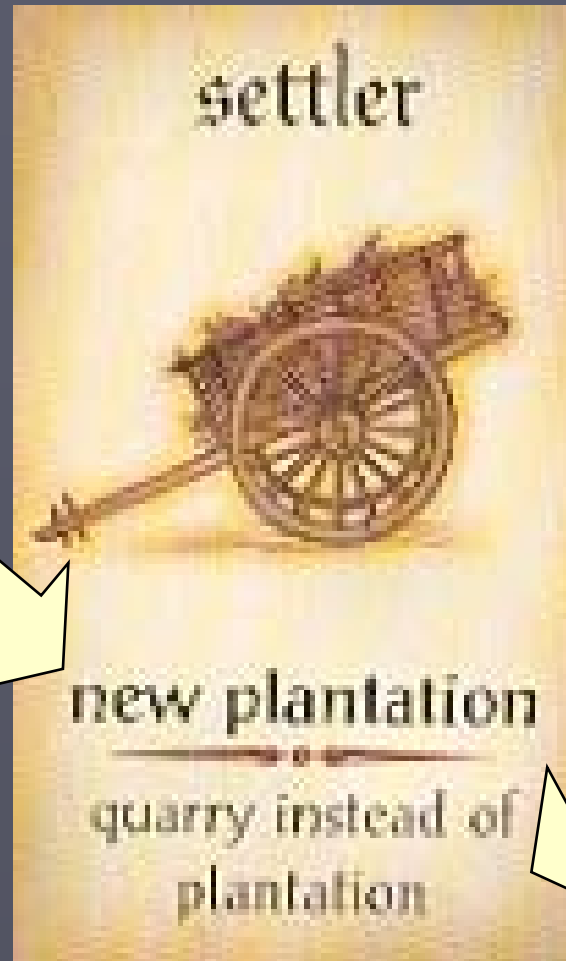


1 doubloon
from the bank

Actions and Privileges

Action

All players perform the selected Action in sequence




Privilege

Only the player who selected the Role gets the benefit of the role's special privilege

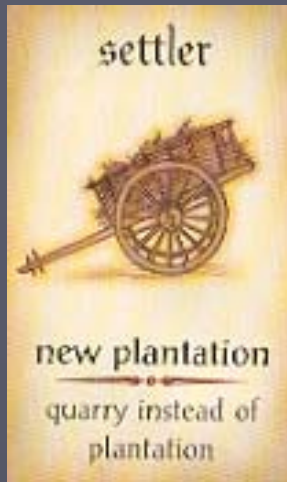
Drake's Turn

The image displays several role cards from the board game 'The Settlers of Catan' and portraits of historical figures. A yellow arrow points from the 'builder' card to the 'settler' card. A green arrow points from the 'governor' card to the 'settler' card.

builder building building cost minus 1 doubloon	prospector 1 doubloon from the bank	governor starts a round	Drake	Lucrezia	Philip	Mona
mayor new colonists 1 colonist more (from supply)	craftsman production 1 good more (from supply)					
trader goods sale 1 doubloon more from the bank	captain goods delivery 1 victory point more (total)	settler new plantation quarry instead of plantation	1			

► Drake selects the Settler Role.

The Settler



▶ Action:

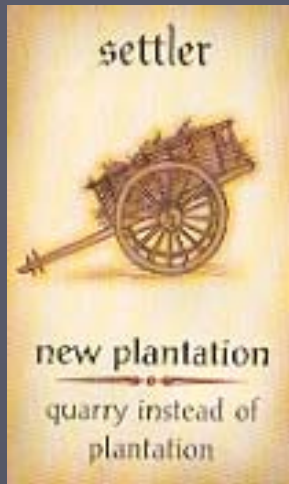
- May select one new plantation from those available (face up)

▶ Special Role Privilege

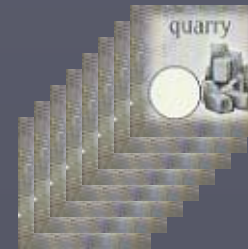
- The Settler may select a Quarry instead of Plantation

The Settler

Face-down Plantations



Available Face Up Plantations



**8
Quarries**

Always one more plantation
than there are players
e.g.

4 player game =
5 face up plantations

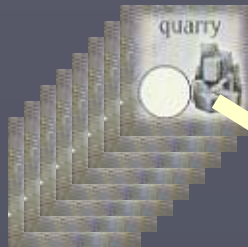
Drake



Drake Selects Quarry

- ▶ Drake uses Settler's special privilege to select Quarry (instead of plantation).

Available Plantations



8
Quarries



Drake



Drake's Position

- ▶ Drake is finished his "new plantation" action.

Available Plantations



7
Quarries



Drake

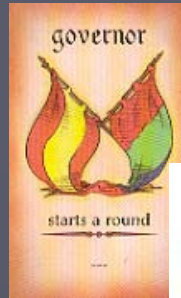
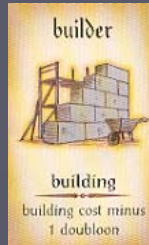
Drake's Position



My Quarry
will help me
build cheaply!



Other Players Take their Action



Drake



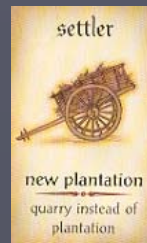
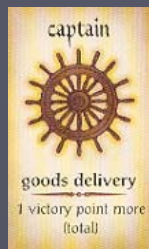
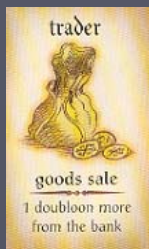
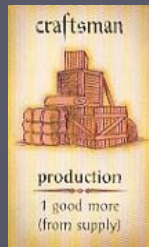
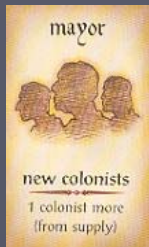
Lucrezia



Philip



Mona



- ▶ Now each of the other players may take the "new plantation" action in sequence
- ▶ Lucrezia is next.

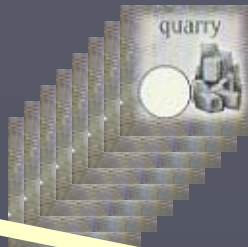
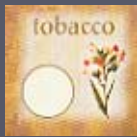
Lucrezia



Lucrezia gets new plantation

- ▶ Lucrezia selects the indigo plantation.

Available Plantations



7
Quarries



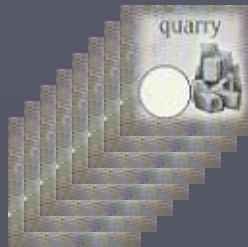
Lucrezia



Lucrezia's Position

► Lucrezia's action is finished.

Available Plantations



7
Quarries



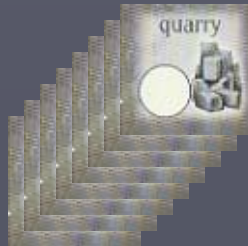
Philip



Philip gets new plantation

- ▶ Philip takes the corn plantation.

Available Plantations



7
Quarries



Philip

Philip gets new plantation



Ha Ha!
Lots of corn
means lots of
Victory Points
for me!



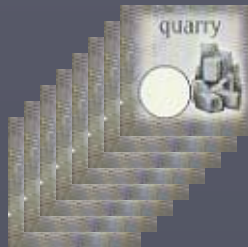
Mona



Mona gets new plantation

- ▶ Mona selects a sugar plantation.

Available Plantations



7
Quarries



Mona

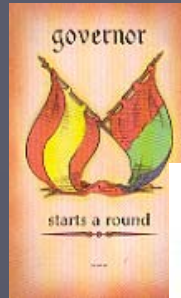
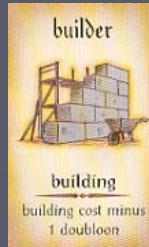


Mona gets new plantation

Corn is good for shipping ...
but sugar can make me money!



Settler phase is complete

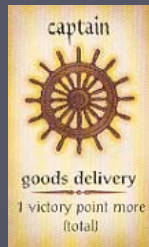
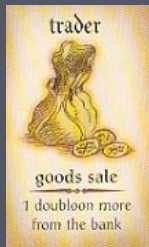
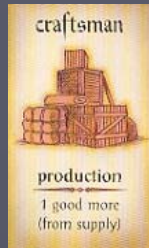
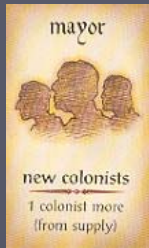


Drake

Lucrezia

Philip

Mona



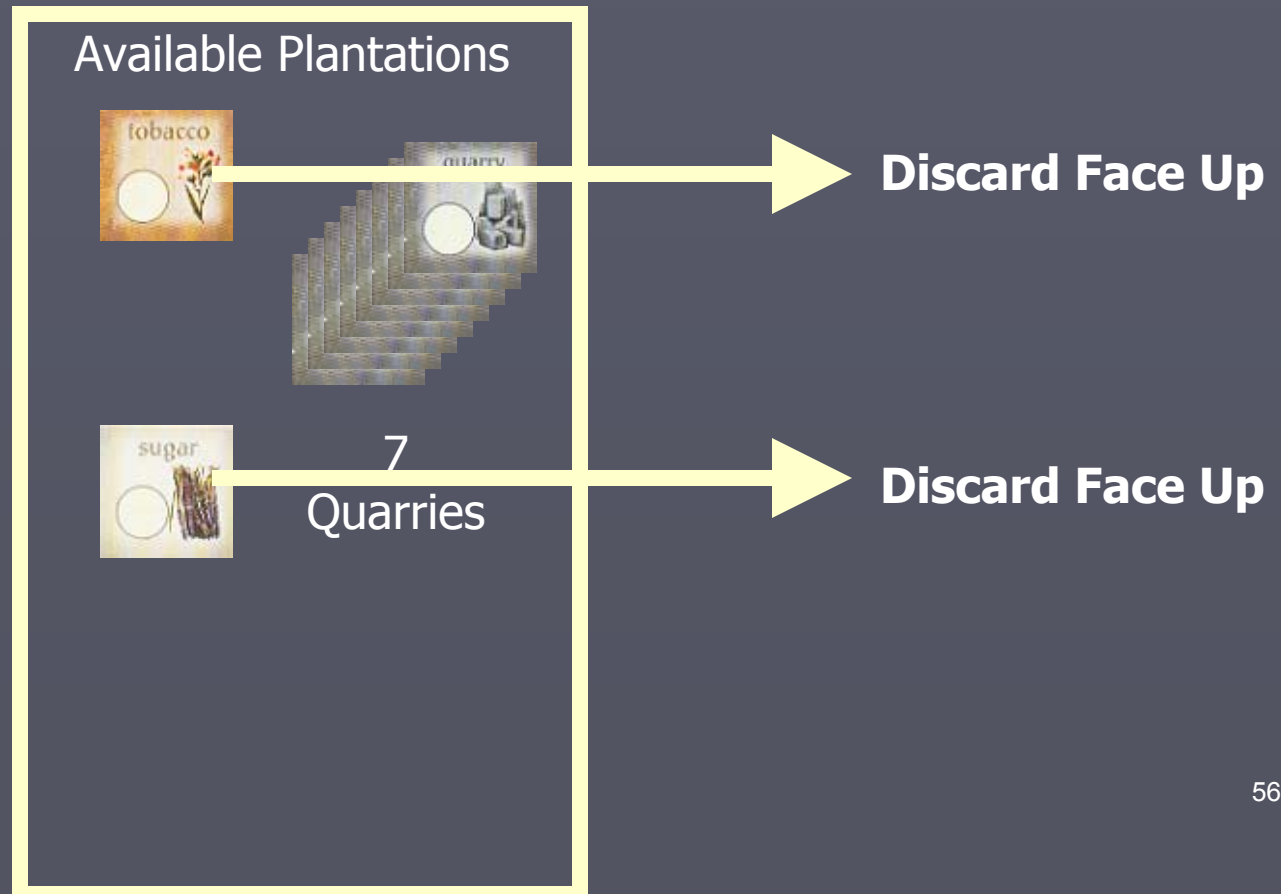
- ▶ All players have done the “new plantation action”
- ▶ Drake replenishes the available plantations...

Drake



Drake Cleans Up

- ▶ Drake discards the 2 remaining face up plantations.



Drake



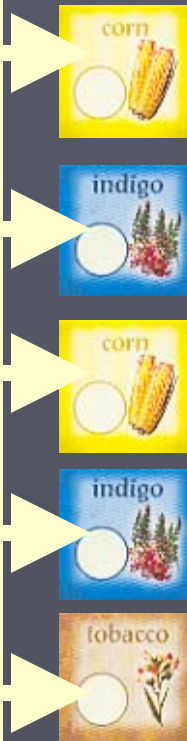
Drake Cleans Up

- ▶ Drake pulls 5 new plantations from the face down supply
 - (1 more plantation than there are players)

Face-down Plantations



Available Plantations



7
Quarries

Lucrezia Selects a Role

prospector
1 doubloon from the bank

mayor
new colonists
1 colonist more (from supply)

craftsman
production
1 good more (from supply)

trader
goods sale
1 doubloon more from the bank

captain
goods delivery
1 victory point more (total)

governor
starts a ro

Drake

Lucrezia

Philip

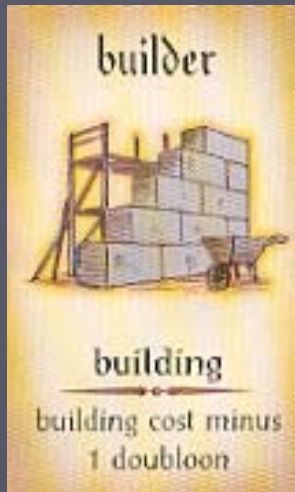
Mona

builder
building
building cost minus 1 doubloon

2

- ▶ After Drake's turn is finished, Lucrezia selects the Builder.
- ▶ Lucrezia does the "Build" action.

The Builder



- ▶ Action:
 - May select one building the player does not already have from the supply
- ▶ Special Role Privilege
 - Building costs 1 less
- ▶ Note:
 - Each occupied Quarry that a player has will reduce a building's cost by 1 (not to exceed maximum on building chart)⁵⁹

The Buildings

small indigo plant **1**

1

indigo plant **2**

3

tobacco storage **3**

5

guild hall **4**

2 victory points for each large production building

1 victory point for each small production building

10 (game end)

customs house **4**

1 victory point for every 4 victory point chips

10 (game end)

small sugar mill **1**

2

sugar mill **2**

4

coffee roaster **3**

6

residence **4**

4 VP for ≤ 9
5 VP for 10
6 VP for 11
7 VP for 12 occupied island spaces

10 (game end)

city hall **4**

1 victory point for each violet building

10 (game end)

small market **1**

1 + 1 doubloon with sale (trader phase)

hospice **2**

4 + 1 colonist for settling (settler phase)

factory **3**

7 + 0/1/2/3/5 doubloons with production (craftsman phase)

university **3**

8 + 1 colonist for building (builder phase)

harbor **3**

8 + 1 victory point per delivery (captain phase)

hacienda **1**

2 + 1 plantation from supply (settler phase)

office **2**

5 sell same kind of goods (trader phase)

large market **2**

5 + 2 doubloons with sale (trader phase)

fortress **4**

1 victory point for every 3 colonists

10 (game end)

wharf **3**

9 your own ship (captain phase)

construction hut **1**

2 quarry instead of plantation (settler phase)

small warehouse **1**

3 store 1 kind of goods (captain phase)

large warehouse **2**

6 store 2 kinds of goods (captain phase)

small warehouse **1**

3 store 1 kind of goods (captain phase)

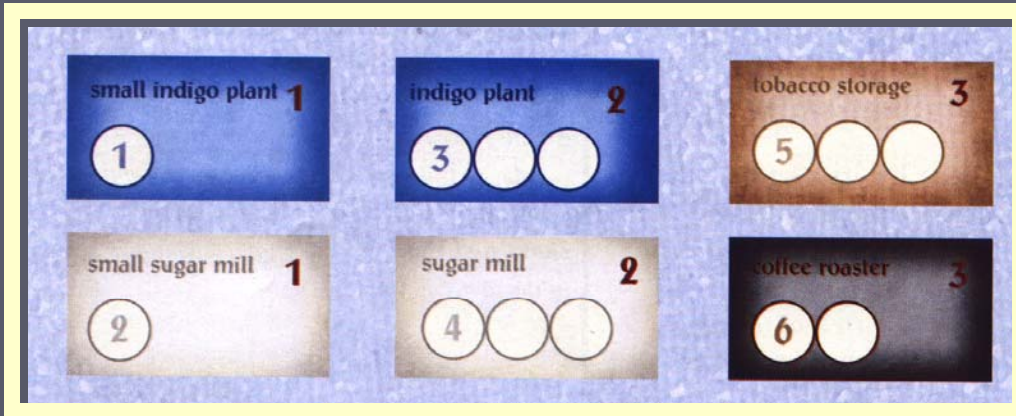
large warehouse **2**

6 store 2 kinds of goods (captain phase)

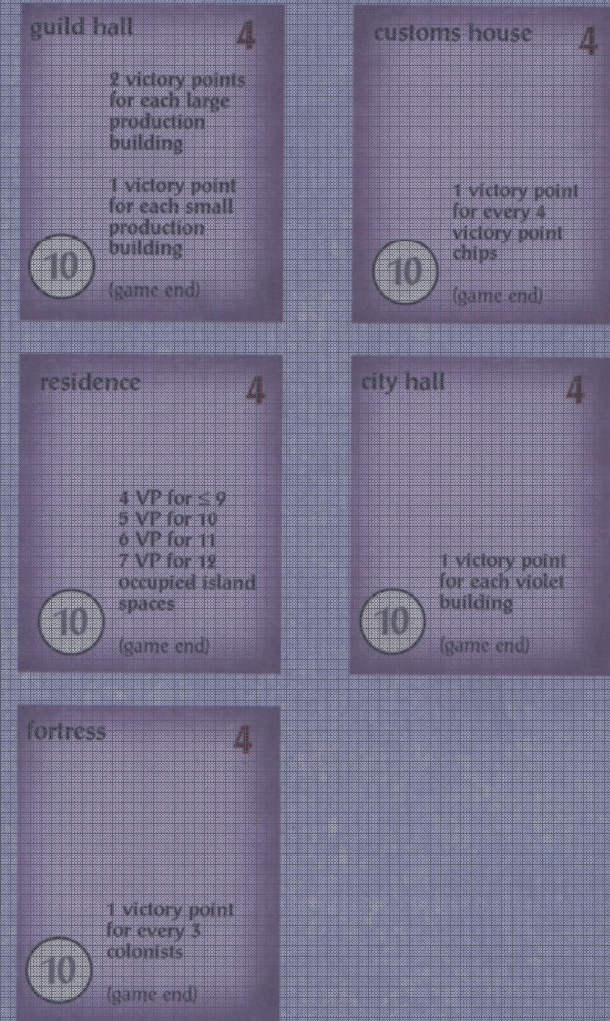
wharf **3**

9 your own ship (captain phase)

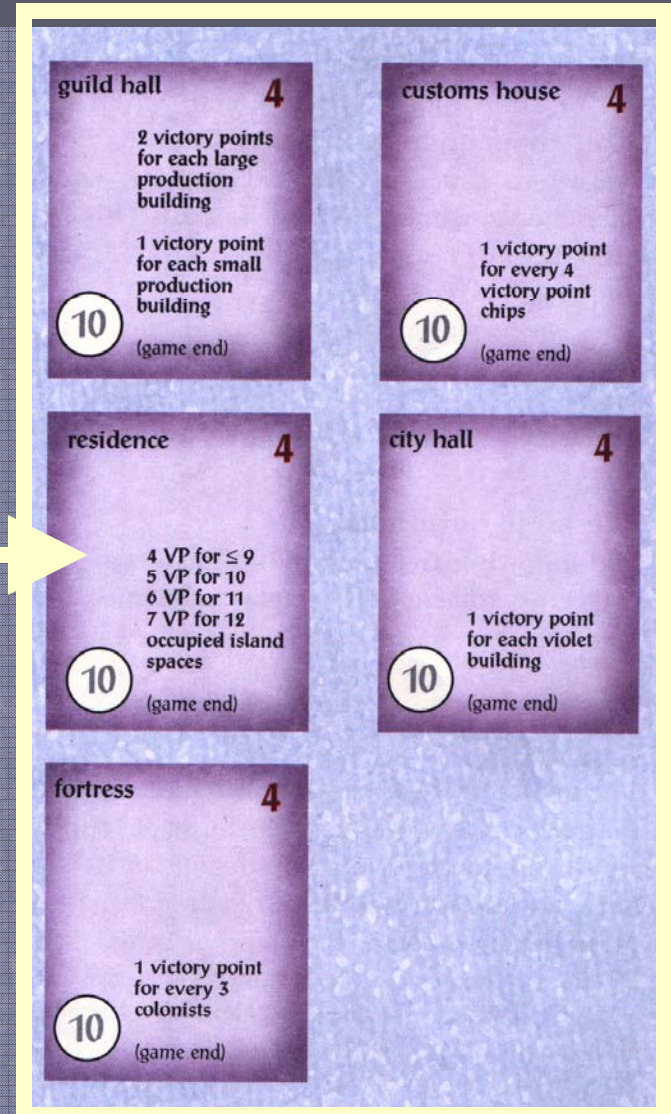
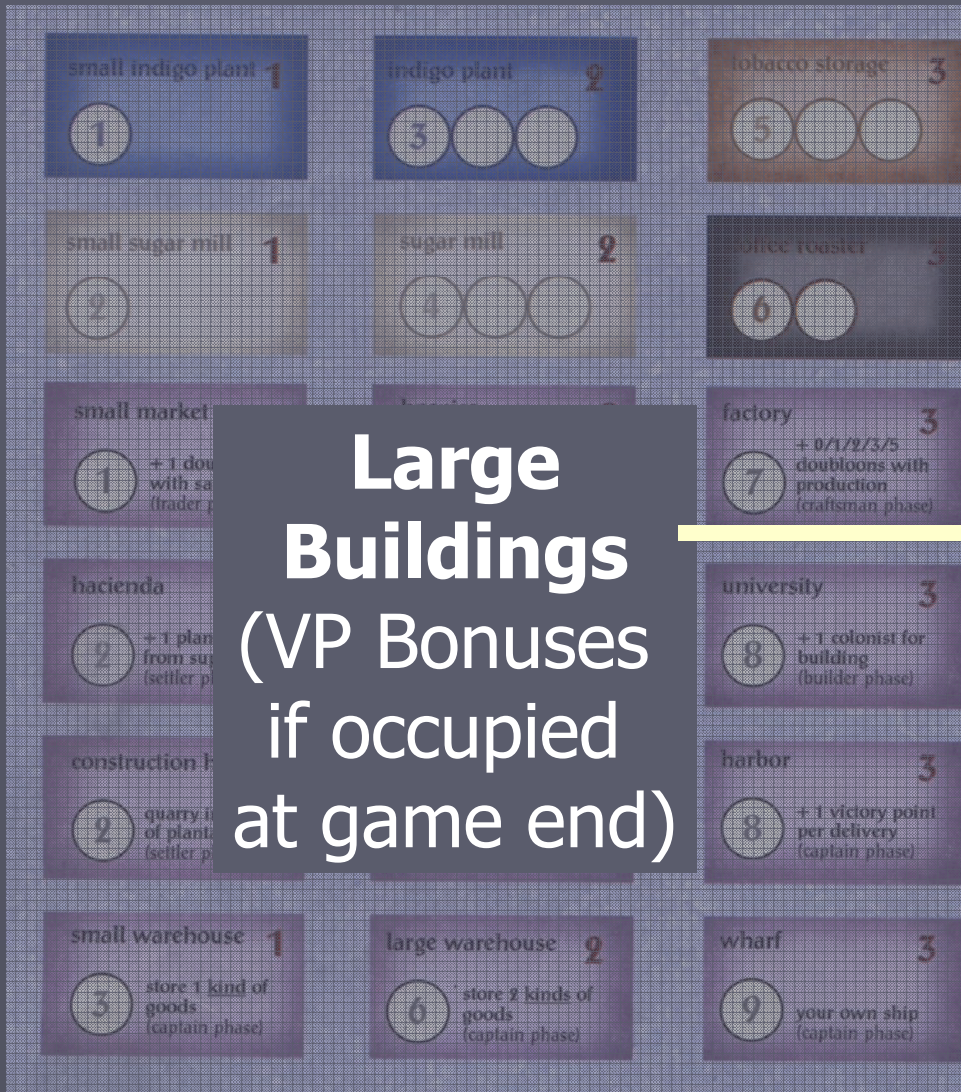
Buildings



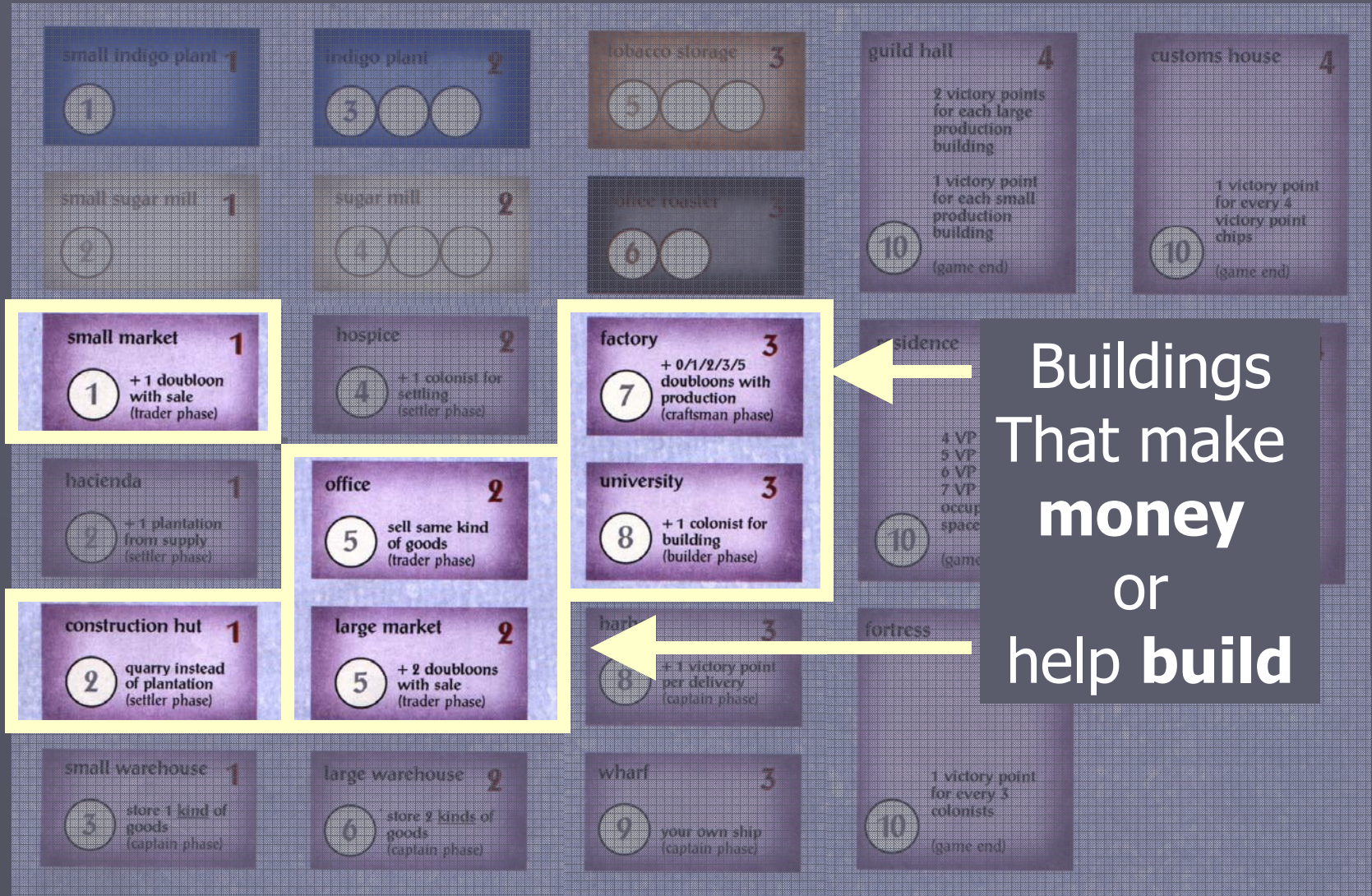
Goods Production Buildings



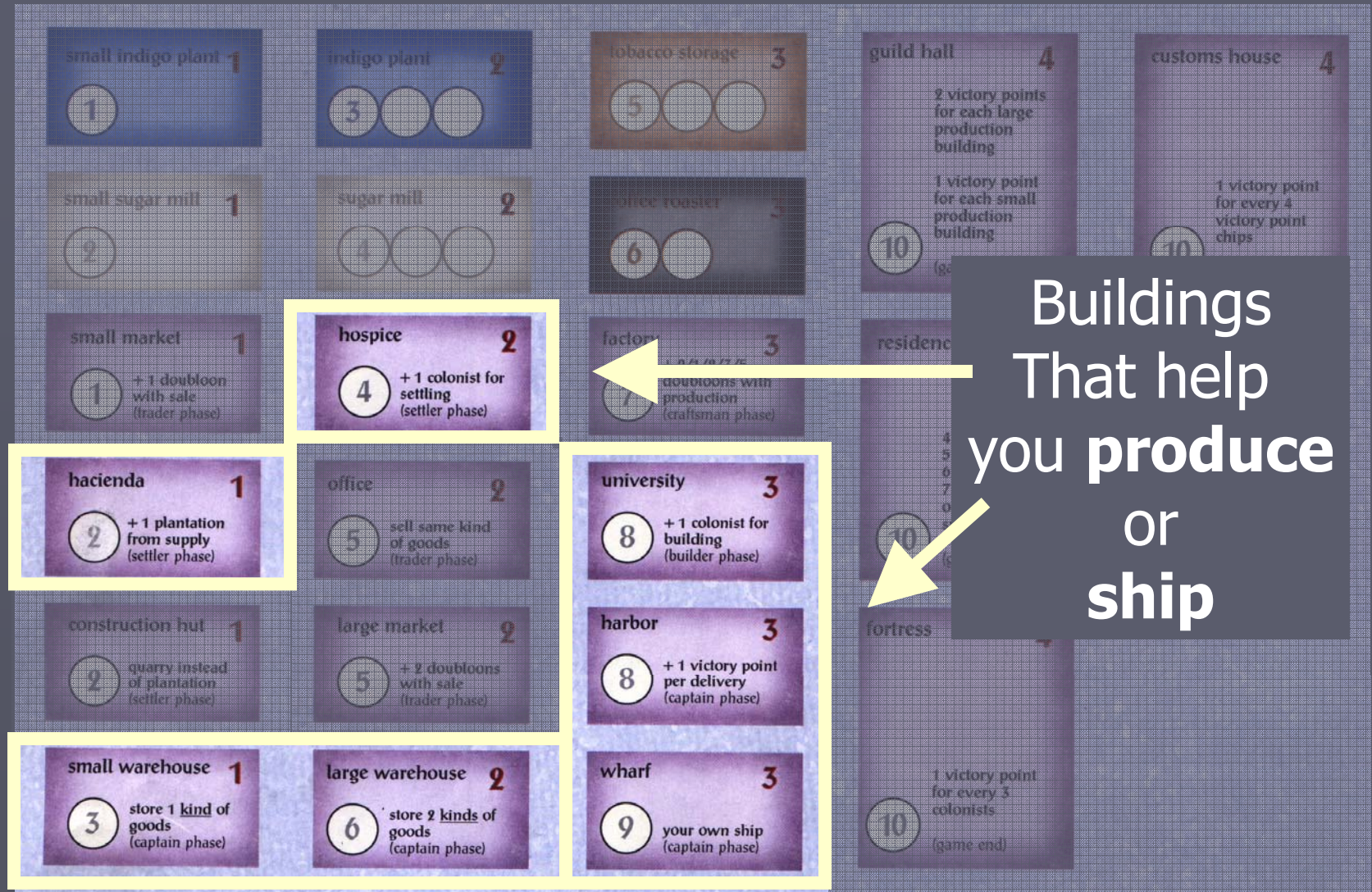
Buildings



Buildings



Buildings



Lucrezia



Lucrezia Builds

- ▶ Lucrezia selects a small indigo plant.



Lucrezia



Lucrezia Builds

- ▶ Small Indigo Plant costs 1 doubloon.
- ▶ Lucrezia uses the special privilege of the Builder (building cost -1) and pays nothing.
 - $1 - 1 = 0$ doubloons



Lucrezia



Lucrezia Builds

Money is
precious, don't
waste it!



Other players take Build action

prospector
1 doubloon from the bank

mayor
new colonists
1 colonist more (from supply)

craftsman
production
1 good more (from supply)

trader
goods sale
1 doubloon more from the bank

captain
goods delivery
1 victory point more (total)

governor
starts a road
3

settlement
new plantation
quarry instead of plantation

builder
building
building cost minus 1 doubloon

Drake
3

Lucrezia
1

Philip
1

Mona
2

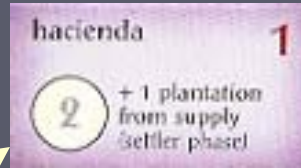
- ▶ After Lucrezia, each other player may take a build action in sequence.
 - (Philip, Mona, and then Drake)

Philip



Philip Builds

► Philip selects a Hacienda

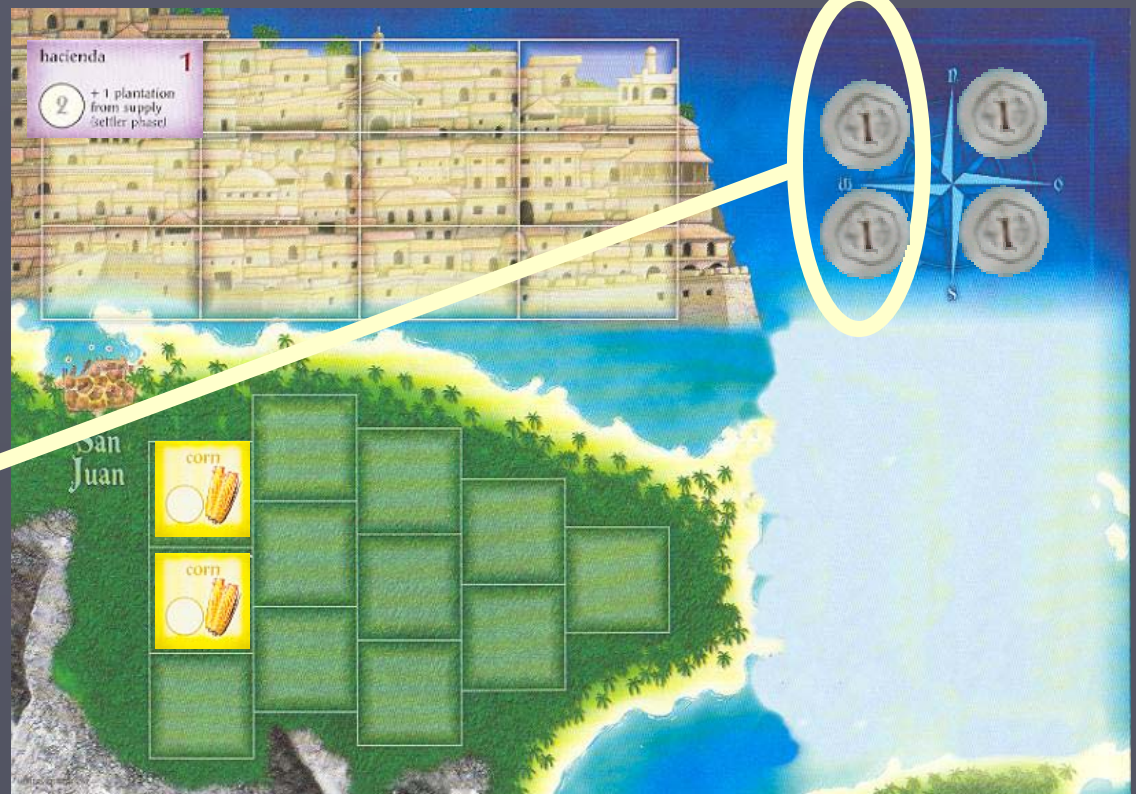


Philip



Philip Builds

- ▶ Philip pays 2 doubloons to the bank.
- ▶ Philip has 2 doubloons left.



Philip



Philip Builds

The Hacienda
will give me
more plantations
than the others
(more corn!)



Mona



Mona Builds

► Mona selects a Hospice.



Mona



Mona Builds

- ▶ Mona pays 4 doubloons to the bank.
- ▶ Mona has 0 doubloons left.



Mona



Mona Builds

The Hospice will get my production up and running quickly!



Drake



Drake Builds

▶ Drake selects a small market.



Drake



Drake Builds

- ▶ Drake pays 1 doubloon.
- ▶ Drake has 3 doubloons left.
 - Note: Drake's Quarry is not occupied, so he does not get a discount!



Drake

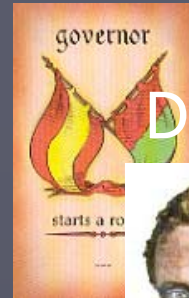


Drake Builds

Don't worry,
I'll get that
quarry working
soon...



Philip's turn to select

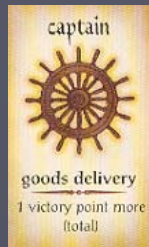
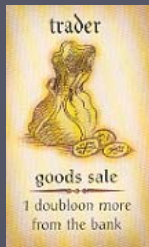
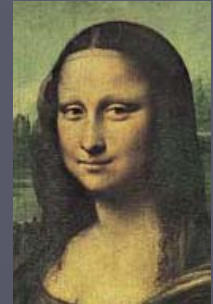


Drake

Lucrezia

Philip

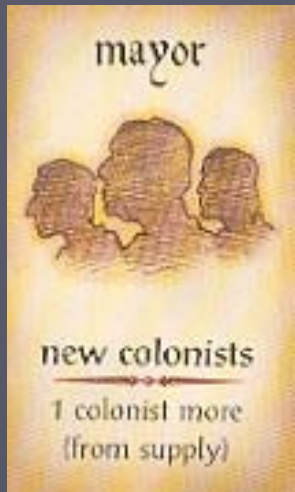
Mona



3

- ▶ After the Builder Phase is complete, it is Philip's turn to select.
- ▶ Philip selects the Mayor.

The Mayor



- ▶ Action:
 - Take one colonist from the colonist ship
 - Colonizing actions continue in sequence until no more colonists are left on the ship
 - Colonists can be freely moved on the Player Mat during this phase

- ▶ Special Role Privilege
 - Take 1 **extra** colonist from supply pile

Colonizing

Adding a Colonist



Free
Movement
During
Colonize Phase

Occupied Buildings

- ▶ Remember buildings **MUST** be occupied by a colonist to activate their ability

Philip



Philip gets new colonists

- ▶ Philip takes one colonist from the colonist ship.
- ▶ Using the Mayor's special privilege, Philip takes one extra colonist from the supply.



Philip



Philip gets new colonists

- ▶ Philip decides to place both colonists on his corn plantations.



Philip

Philip gets new colonists



Corn, corn,
corn, corn...
Lovely corn,
beautiful corn!



Mona



Mona gets colonist

- ▶ Mona takes a colonist from the ship.
- ▶ She places it on her corn plantation.



Mona



Mona gets colonist

While I hate
To agree with
Philip, corn *is*
a good choice
... for now!



Drake

Drake Gets Colonist



- ▶ Drake takes one colonist from the ship
- ▶ He places the colonist on his Quarry



Drake

Drake Gets Colonist



See!
Now I can't
wait for the
next Builder!



Lucrezia



Lucrezia gets colonist

- ▶ Lucrezia takes a colonist from the ship
- ▶ She places it on one of her indigo plantations



Lucrezia

Lucrezia gets colonist

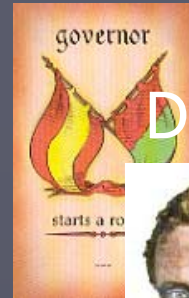


Sigh.

It will take
me a while to
get up and
running...



Philip's turn to select

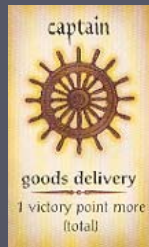
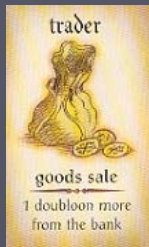
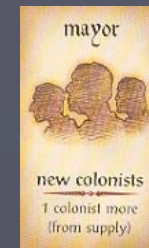
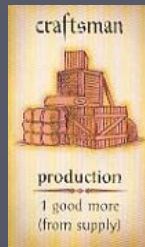
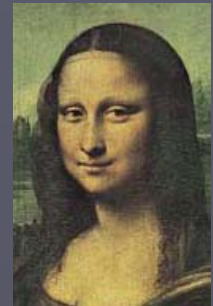


Drake

Lucrezia

Philip

Mona



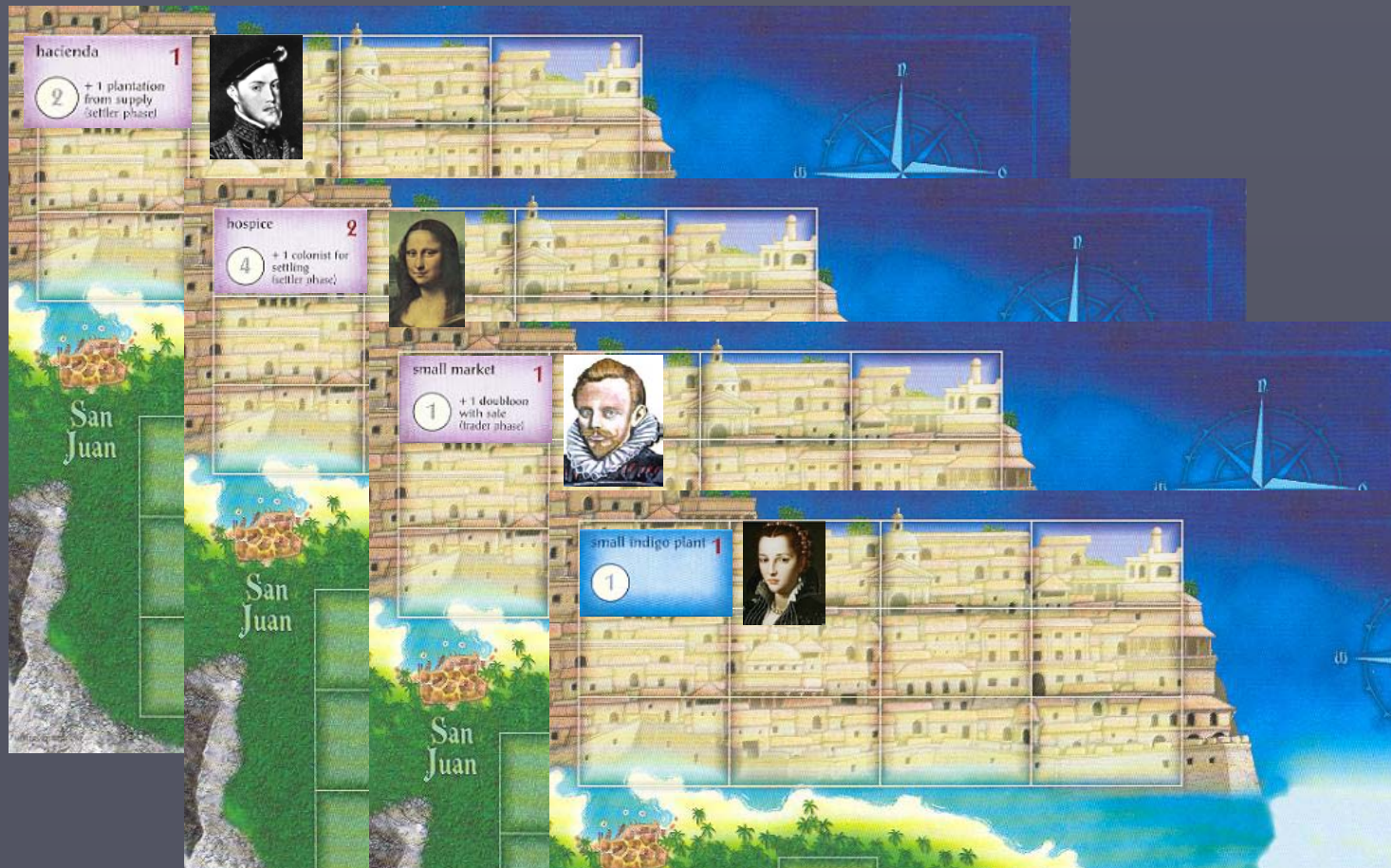
► Once all the colonists have been distributed, Philip replenishes the colonist ship.

Philip



Philip Re-fills Colonist Ship

- Philip checks how many unoccupied building slots exist



Philip



Philip Re-fills Colonist Ship

- Four unoccupied building spaces currently exist



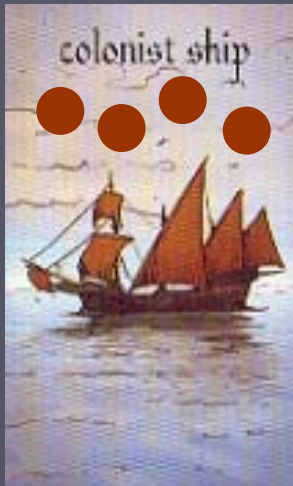
A game board with a grid of building spaces. Four cards are placed on the board, each with a number in a circle and a portrait. The cards are: 1. "nacimiento" (1) with Philip II's portrait, +1 initiation supply phase; 2. "prospice" (2) with Mona Lisa's portrait, +1 colonist for settlement phase; 3. "small market" (1) with a man's portrait, +1 cotton with trade phase; 4. "small market to plant" (1) with a woman's portrait. The board also features "San Juan" locations and a compass rose.

Philip

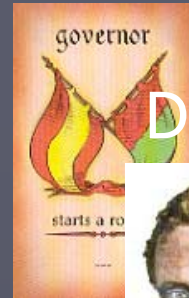


Philip Re-fills Colonist Ship

- ▶ Philip takes 4 colonists from the supply and places them on the colonist ship
- ▶ The ship is stocked with as many colonists as there are unoccupied building spaces ... or the number of players in the game (in this case 4), whichever number is larger.
 - In a four player game, there will always be a minimum of four new colonists



Mona selects Role



Drake



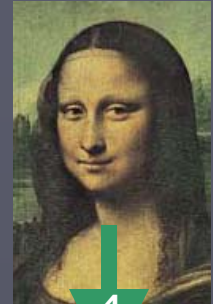
Lucrezia



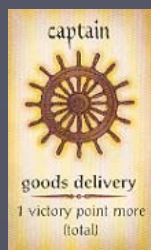
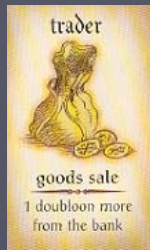
Philip



Mona

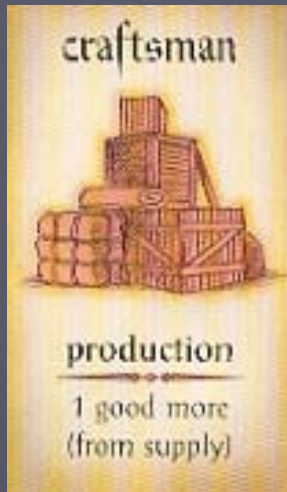


4



- ▶ After Philip's turn is finished, Mona selects the Craftsman
- ▶ Mona does her first production action...

The Craftsman

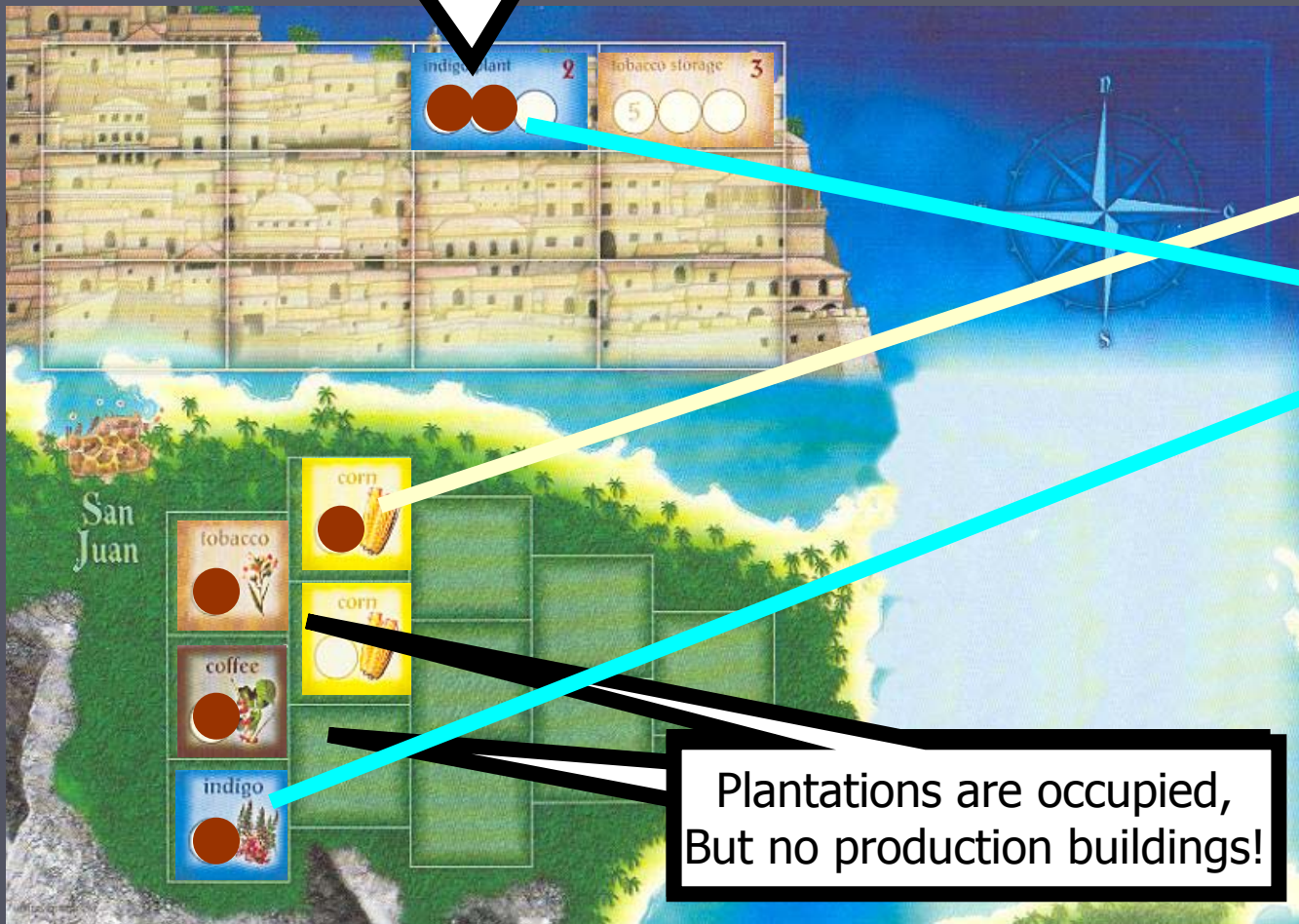


- ▶ Action:
 - Produce goods of one type
 - Production actions continue in turn order until no player has goods to produce.

- ▶ Special Role Privilege
 - After production, may take 1 **extra** good of a type produced by the player this phase

Producing Goods Example

Two workers at the plant
But only one plantation!



Produces



1 Corn



1 Indigo


0 Sugar

0 Tobacco

0 Coffee

Plantations are occupied,
But no production buildings!

Limited Resources

- ▶ Even if you have the **ability** to produce a good ... you may not be able to!
- ▶ Barrel token of the proper goods type must be available
- ▶ e.g. if all corn barrels () are gone, no matter how many occupied corn plantations you have... you **can't** produce corn

Other Important Limits

- ▶ Goods
 - 9 coffee, 9 tobacco, 10 corn, 11 sugar, 11 indigo
- ▶ Colonists
 - Based on number of players (<100)
- ▶ VP tokens
- ▶ Quarry tiles (8)
- ▶ Buildings
 - 5 large buildings
 - 2 x 12 small buildings
 - 20 production buildings

Mona



Mona produces

- ▶ Mona has one occupied corn plantation
- ▶ Mona produces one corn barrel



Drake

Drake Produces



- ▶ Drake has no occupied plantations
- ▶ He produces nothing



Lucrezia



Lucrezia Produces

- ▶ Lucrezia has an occupied indigo plantation
- ▶ ... but her small indigo plant is unoccupied!
- ▶ Lucrezia produces nothing.

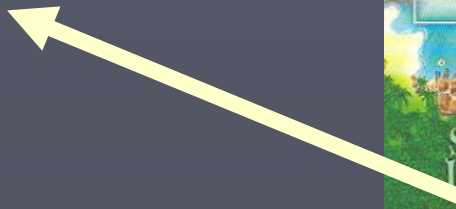


Philip



Philip Produces

- ▶ Philip has two occupied corn plantations.
- ▶ Philip produces two corn barrels.



Philip

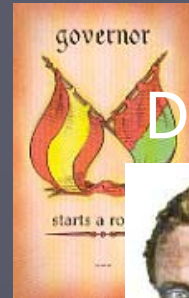


Philip Produces

CORN RULES!



Production continues...

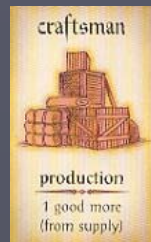
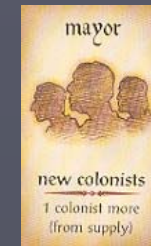
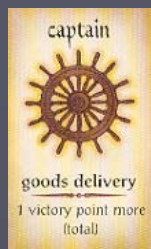
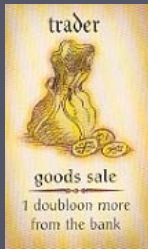


Drake

Lucrezia

Philip

Mona



- ▶ If any player had more goods to produce, the players would continue production actions until all goods are produced.
- ▶ In this case there are no more goods to produce...

Mona



Mona produces

- ▶ Mona now takes the special privilege for the Craftsman
- ▶ Mona gets 1 extra barrel of a good type that she produced this turn (corn)
- ▶ She now has 2 corn barrels



Mona

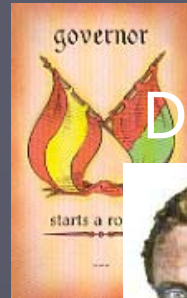


Mona produces

CORN RULES!



The First Turn is Over

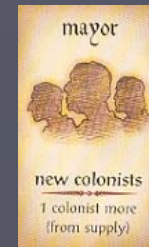
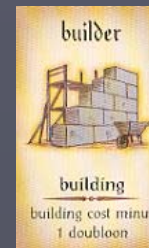


Drake

Lucrezia

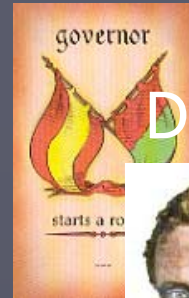
Philip

Mona



- ▶ After all players have taken their turns and selected a role, there are three unselected roles left

Role Reset

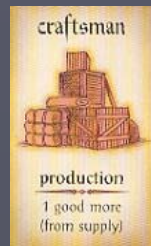
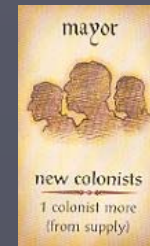


Drake

Lucrezia

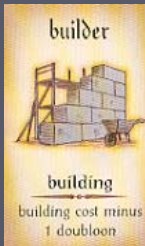
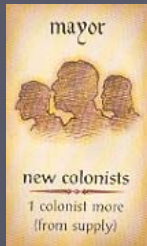
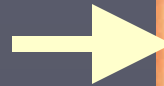
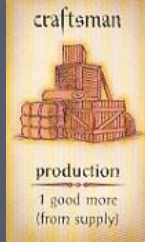
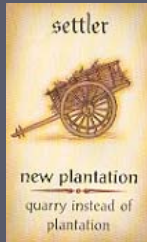
Philip

Mona



- ▶ Each of the remaining roles gets 1\$ placed on it
- ▶ Whoever selects the role next will get whatever cash is on the role

Governor Moves



Drake

Lucrezia

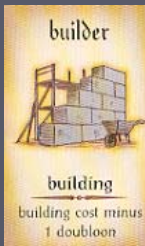
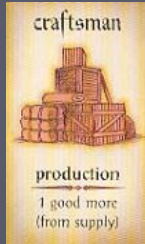
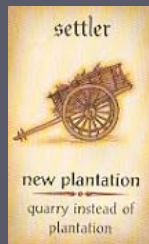
Philip

Mona



- ▶ The selected roles are returned to the available pile
- ▶ The governor moves to the next player in sequence (Lucrezia)
- ▶ Lucrezia now gets first pick of roles for her turn

Turn 2: Lucrezia selects Role



Drake

Lucrezia

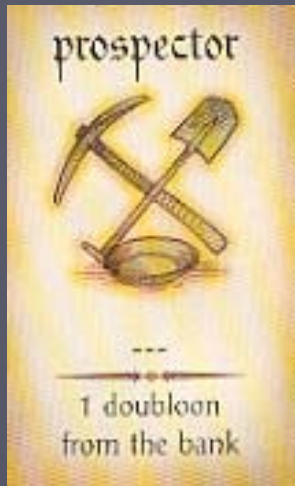
Philip

Mona



► Lucrezia selects the prospector

The Prospector



- ▶ Action:
 - **No action!**
- ▶ Special Role Privilege
 - The prospector can take one doubloon (\$) from the bank
- ▶ Note
 - Prospector only used in 4 and 5 player games

Lucrezia



Lucrezia receives money

- ▶ Lucrezia gets 1 doubloon for prospector's special privilege.
- ▶ She gets 1 doubloon from prospector's role card.
- ▶ She now has 6 doubloons (4 + 2)



Lucrezia

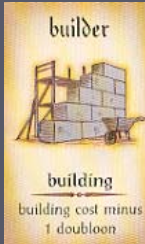
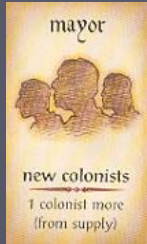
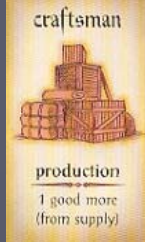
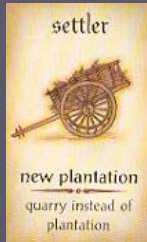


Lucrezia receives money

Money for Nothing!



Prospector phase over



Drake



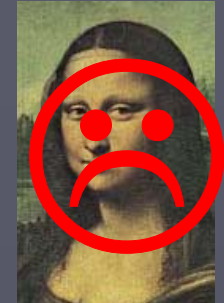
Lucrezia



Philip

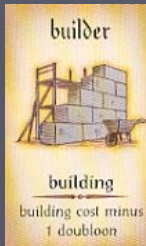
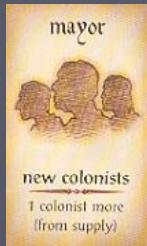
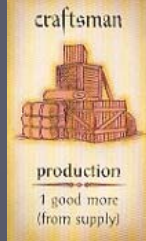
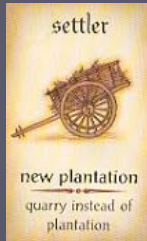


Mona



- ▶ There is no action for the prospector, so no one else can do anything.

Philip selects the Trader



Drake



Lucrezia



Philip



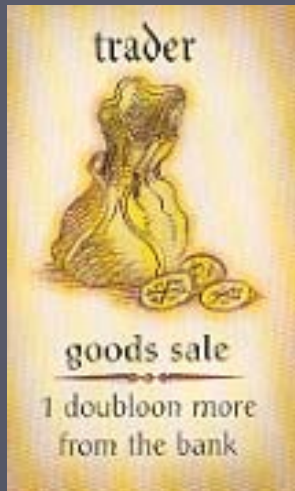
Mona



2

- ▶ It's Philip's turn to select a role.
- ▶ Philip selects the Trader.

The Trader



- ▶ Action:
 - Can sell 1 good to the Trading House
- ▶ Special Role Privilege
 - Receive 1 extra doubloon (\$) from sale

The Trading House



- ▶ Trading House has only four slots
- ▶ Will not (normally) accept duplicate goods
- ▶ Full Trading House is emptied **after** the phase is over
 - If the Trading House is not full it is not emptied!

Philip



Philip Trades

- ▶ Philip gets 1 doubloon that was on the Trader role card
- ▶ Philip sells one corn for \$0
 - However, Philip uses the privilege of the Trader to get 1 extra doubloon ($0 + 1 = 1$).
- ▶ Philip now has 4 doubloons ($2 + 1 + 1$)



Philip



Philip Trades

Who says
Corn is
worthless??

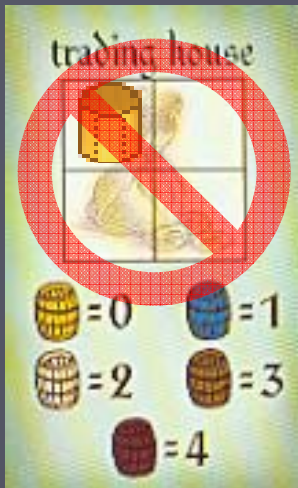


Mona

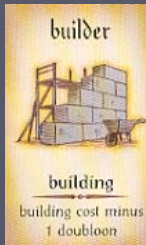
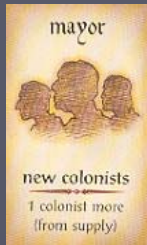
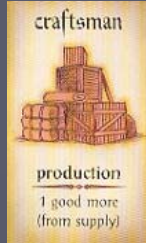
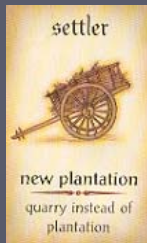


Mona Trades?

- ▶ Mona has two corn, but cannot trade!
 - Trading house only takes one barrel of each good type
 - Even if she could trade, she would get \$0!



Trader phase ends



Drake



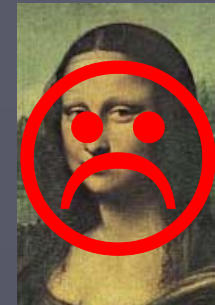
Lucrezia



Philip



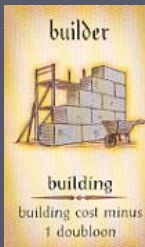
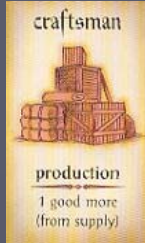
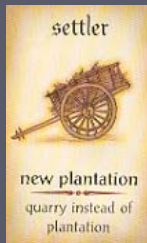
Mona



► No one else can trade, so the trader phase is over.

- Note: the trading house empties at the end of a round only if it has 4 barrels.

Mona selects Role



Drake



Lucrezia



Philip



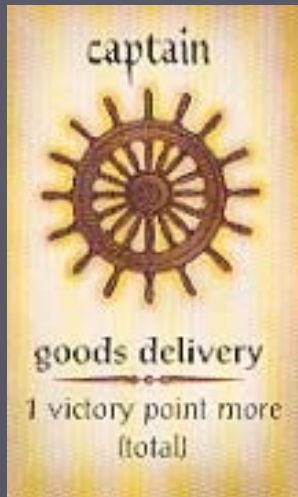
Mona



3

- ▶ Mona selects the Captain.
- ▶ Mona takes a goods delivery action.

The Captain



- ▶ **Action:**
 - **Must** ship as much of one type of goods as possible
 - Shipping continues in turn order until no more goods can be shipped by any player

- ▶ **Special Role Privilege**
 - 1 extra VP for the phase, if player shipped any goods

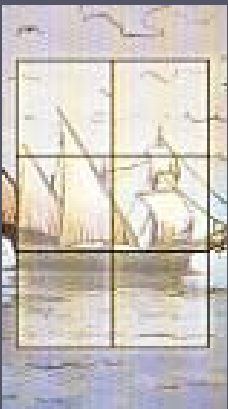
Cargo Ships



- ▶ 3 Ships available for loading
 - Size of ships depends on number of players



- ▶ Each ship carries goods of only **one** type
- ▶ Each ship must carry a **different** type of good



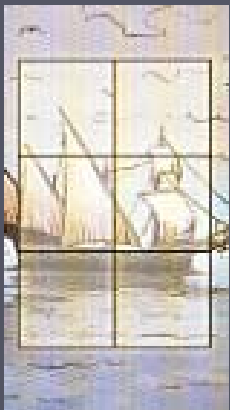
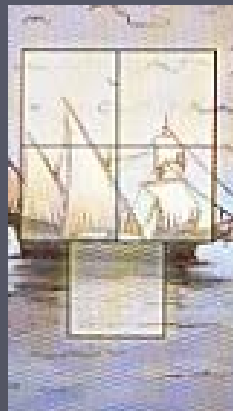
- ▶ At end of Captain Phase:
 - Players throw away all goods that weren't shipped except for **one** barrel of their choice
 - Full ships are emptied

Mona



Mona delivers

- ▶ Mona gets 1 doubloon from Role card
- ▶ Mona makes a delivery of 2 corn.
 - Note: Mona **must** deliver to the largest available ship

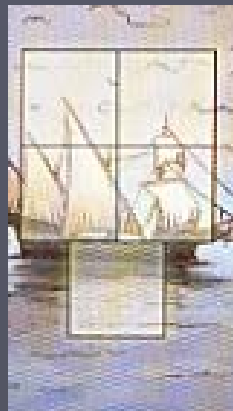


Mona

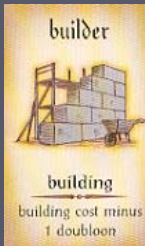
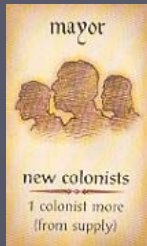
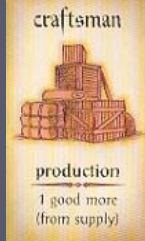
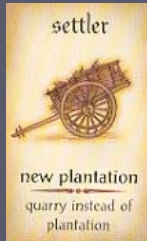


Mona gets VP

- ▶ Mona gets 2 VP for her delivery
 - (2 barrels regardless of type = 2 VP)



Goods Delivery Actions



Drake



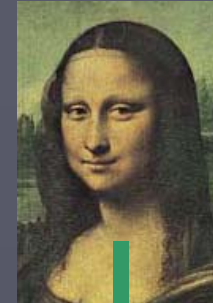
Lucrezia



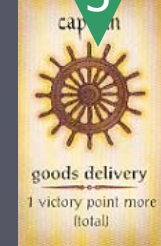
Philip



Mona



3



- ▶ Other players make goods deliveries in sequence.

Drake



Drake Delivers

- ▶ Drake has no produced goods
- ▶ He cannot make a delivery



Lucrezia



Lucrezia Delivers

- ▶ Lucrezia has no produced goods
- ▶ She cannot make a delivery

Bah! I spit
on your corn!

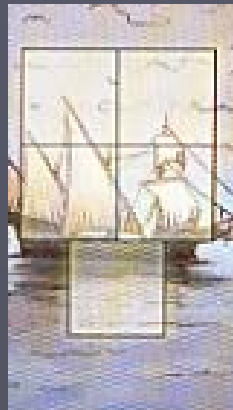


Philip



Philip Delivers

- ▶ Philip can make a delivery of one barrel of corn.

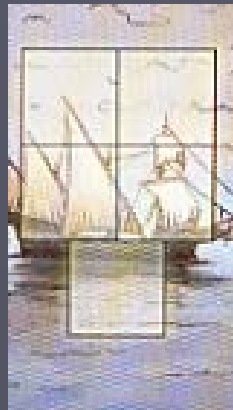


Philip

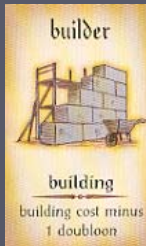
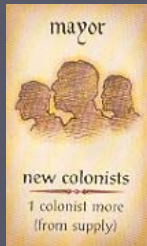
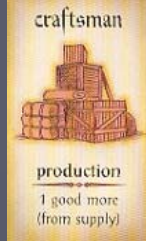
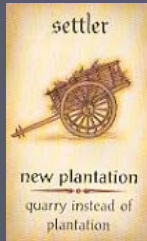


Philip gets VP

► Philip receives 1 Victory Point



Goods Delivery Over



Drake



Lucrezia



Philip



Mona



3



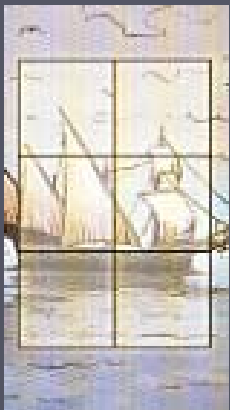
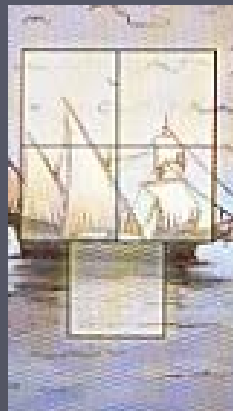
- ▶ If any player had additional goods to ship, players would continue to take Goods Delivery Actions in sequence.
- ▶ Since there are no more goods to ship, the phase is over.

Mona



Mona gets extra VP

- ▶ After all Goods Delivery actions are complete, Mona may use the privilege of the Captain to take an extra VP
- ▶ Mona now has 3 VP (2 + 1 = 3)



Mona

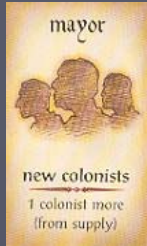
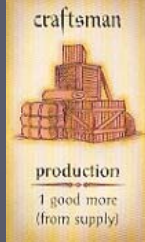
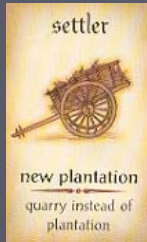


Mona gets extra VP

Oh, my...
I appear to
be in the lead!



Drake Selects Role

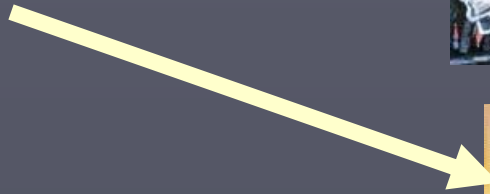


Drake

Lucrezia

Philip

Mona



► Drake Selects the Builder

Drake



Drake Builds

- ▶ Drake builds a large indigo plant for 1 doubloon.
 - Cost 3, -1 for Builder, -1 for Quarry



Drake



Drake Builds

That
quarry is
coming in
handy, eh?



Lucrezia



Lucrezia Builds

- ▶ Lucrezia buys a large indigo plant for 3 doubloons



Lucrezia



Lucrezia Builds

Grr... I hate
Paying retail.



Philip



Philip builds

- ▶ Philip buys the last small market for 1 doubloon



Philip



Philip builds

Corn rules,
but even a
corn baron
needs cash...



Mona



Mona Builds

► Mona decides not to build.



Mona

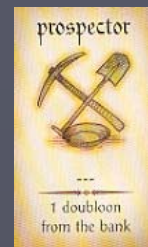
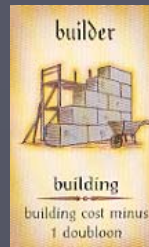
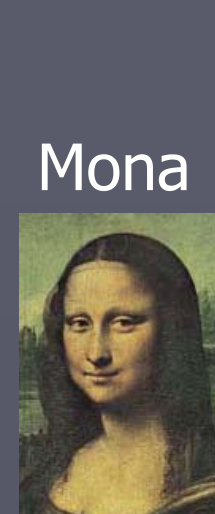
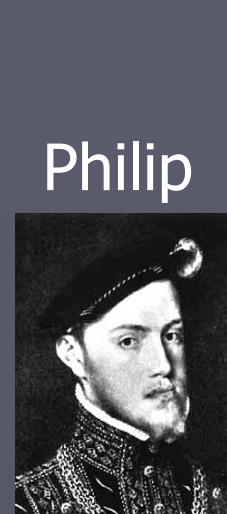
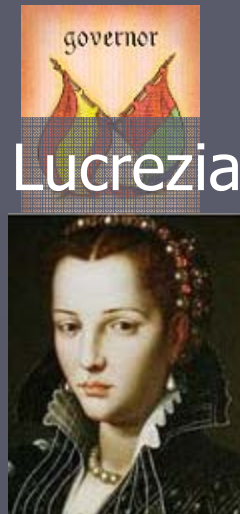
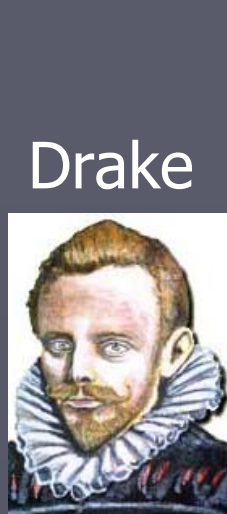


Mona Builds

Darn. I
wanted that
small market.

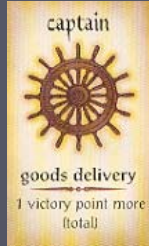
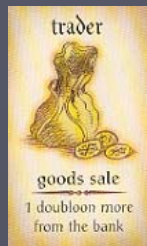
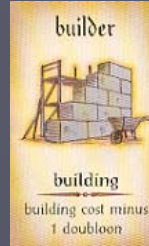


End of Turn



► 1 doubloon placed on each of the unselected roles

Return Roles



Drake



Lucrezia



Philip

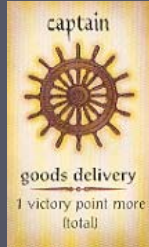
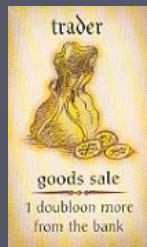
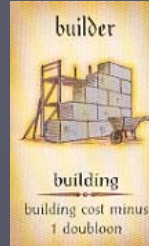


Mona



► Used Roles are returned to the available area

Governor Moves



Drake

Lucrezia

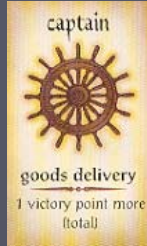
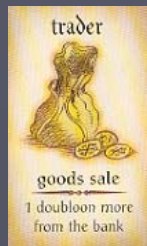
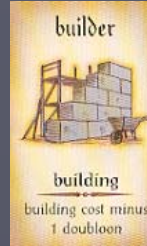
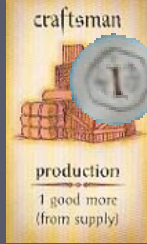
Philip

Mona



► Governor moves from Lucrezia to Philip

Turn 3



Drake

Lucrezia



Mona



- ▶ It is Philips turn to select
- ▶ What do you think Philip should do?

Philip



Philip's Position

► What Role should Philip pick?

psst! Corn!

<p>settler</p> <p>new plantation quarry instead of plantation</p>	<p>craftsman</p> <p>production 1 good more (from supply)</p>	<p>prospector</p> <p>---</p> <p>1 doubloon from the bank</p>
<p>mayor</p> <p>new colonists 1 colonist more (from supply)</p>	<p>builder</p> <p>building building cost minus 1 doubloon</p>	
<p>trader</p> <p>goods sale 1 doubloon more from the bank</p>	<p>captain</p> <p>goods delivery 1 victory point more (total)</p>	



Wrap up

Drake



Lucrezia



Philip



Mona



- ▶ Remember moves shown in this demo are not necessarily optimal.
 - Designed to show how the roles work and the general mechanics of the game.
- ▶ Philip and Mona appear to be ahead at the moment, but there is a lot of game left.
- ▶ Philip seems focused on short term gain ... but a longer view is often wiser.
 - (Remember what happened to the real Philip II!)

Stages of the Game

▶ Opening / Early Game

- Revenue is critical
- Money is more important than VPs at this stage
- Think ahead!

▶ Mid Game

- Production and Revenue streams have been established

▶ End Game

- Build and occupy Large Buildings
 - ▶ Choose your bonus wisely based on your situation
- Control how the game ends

Two Key Strategies for Winning

The Builder

VS.

The Producer / Shipper

Key Strategies

► **The Builder**

- Constructs as many buildings as possible to gain Victory Points
- Needs Money to build
- Only needs goods in order to make money
- **Key Roles:** Builder, Trader
- **Key Goods:** Tobacco and Coffee

Key Strategies

► **The Producer / Shipper**

- Generates as much goods production as possible
- Ships frequently
- Only needs buildings to aid production and shipping
- **Key Roles:** Craftsman, Captain
- **Key Goods:** Corn, Indigo

A Delicate Balance

Building



Shipping

You'll want a balance of the two...

Ending the Game

- ▶ The game ends if:
 - Mayor is selected and not enough **colonists** to re-fill the colonist ship
 - Builder is selected and at least one player fills their **12th city space**
 - Captain is selected and last **VP chip** is given to a player
- ▶ The current round is always played to the end

Puerto Rico

**¡Gracias y tenga diversión en
Puerto Rico!**