



San Juan (2004)

2-4 Players Designer: Andreas Seyfarth

Duration: play to 12 buildings. 45-60 minutes.



Setup

- Pick a start player and give them the **Governor** placard
- Place the **5 Role placards**  plus the Cathedral card in the middle of the table
- Shuffle and stack the **5 Trading House** tiles  face-down
- Each player takes **1 Indigo plant**  face-up as 1st building
- Shuffle card supply  and stack, give each player 4 face-down cards from supply

Game Play

- The **Governor** selects a role and executes the action and privilege. Other players optionally also take the action in clockwise order. The next player clockwise then chooses role, and other players optionally take action, until all players have chosen a role.
- **Builder**: build 1 card by playing face-up and paying cost [discard face-down] # cards = building costs indicated on top of card. *Privilege*: pay 1 less card, but not below 0. Each player can build multiple of same production building, but max 1 of each type of city [beige] building.
- **Producer**: take 1 card from supply and place face-down on an empty production building. *Privilege*: take another card and place on a different empty production building. Max 1 good card per production building.
- **Trader**: turn over top trading house tile. Sell 1 good [card] and discard without looking at face. *Privilege*: sell another good [card]. Draw cards = value of goods sold and add to hand. Place trading tile face-down under stack.
- **Councilor**: take 2 cards from supply, add 1 to hand and discard other. *Privilege*: draw 3 more cards, look at the 5 total, and keep 1.
- **Prospector**: the player who chose this role draws 1 card to hand. Other players get no action.
- When built, **violet** buildings add special rules that apply to each of the roles above.
- At **end of round**, put all placards back in middle of table, pass the **Governor** placard left and verify the conditions stated on the Governor card: players with chapels can place 1 card from hand face-down under the chapel. Discard cards of choice > 7 in hand [**tower** owner can keep 12 cards]

End Game & Scoring

- The game ends immediately after builder phase when 1 player has 12 buildings
- + VP for buildings [# at bottom of card]
- + VP for # cards under chapel
- + VP for triumphal arch, guild hall, and city hall
- + VP for the palace
- Most VP wins. Tie: most cards in hand + # cards on production buildings