

San Juan

**Prospector or trader? Builder or producer?
Which roles will you play in the new world?**

Your goal is to become San Juan's most prosperous citizen.

The player with the most victory points is the winner!

OBJECT OF THE GAME

The game is played over several rounds. Each round, players take turns selecting one of the five roles (adventurer, trader, builder, producer or councillor). While each player has the opportunity to perform the action of each role, only the player who chooses the role can also take the special privilege associated with it. Manufacture goods like flour or tomatos, and then trade them for money. Use the money to construct buildings to make your city more prosperous.

The player who best adapts to the ever-changing game will earn the most victory points and be the winner!

In San Juan, each card can serve several functions: sometimes it represents a building (when placed face-up in front of you), sometimes it represents money (when part of your hand), and sometimes it represents a good (when covering a production building).

GAME CONTENTS

110 cards (42 production buildings and 68 city buildings)

1 governor card (identifying the starting player for each round)

5 role cards (builder, producer, trader, councillor, adventurer)

5 trading cards (showing 5 numbers in a vertical line)

1 scoring pad + 1 pencil (to keep track of victory points)

Expansion ("The New Buildings"):

33 cards (4 production buildings and 29 city buildings)

1 cathedral card

Over a series of rounds, players take turns choosing a role and taking its corresponding action, trying to build the most profitable buildings.

The player with the most victory points at the end of the game is the winner!

These rules are organized into two parts: the main body of the rules and the rules summary (located in the vertical boxes along the right). Read through the main body of the rules first. They include detailed examples and cover special situations that may arise during game play. Once you have learned the game, use the summary boxes to re-familiarize yourself with the rules.

GAME SETUP (BASIC GAME)

- **Choose a starting player**, and give this player the governor card.
- **Lay out the 5 role cards** next to each other in the center of the table.
- Shuffle the 5 trading cards and place them face down in a stack next to the role cards.
- **Remove one tomato plant from the deck for each player.** Shuffle the remaining cards and place them *face down* next to the role cards, forming a supply pile.
- **Give each player:**
 - One tomato plant, placed *face up* in front of the player on the table.
 - **Four cards**, drawn from the top of the deck and kept in hand, hidden from the other players.
- **Put the score pad and pencil aside**, they are only needed to score victory points at the end of the game.



Place the role cards, trading cards, and shuffled deck of cards in the middle of the table.



Give each player one tomato plant and four cards from the supply pile.

GAME PLAY

The game is played over several rounds (usually between 11 and 14).

Round of play: The starting player (with the governor card) begins the round by taking one of the role cards from the center of the table, placing it nearby on the table, and performing the action (and privilege) associated with the role. The next player, in clockwise order, performs the action associated with the role, and this continues until *each player* has performed the action *once*.

Next, the player to the left of the governor looks at the remaining roles, chooses one, places it nearby on the table, and performs the action (and privilege) associated with it. In clockwise order, all players perform this role's action. This repeats until all players have chosen role cards, and each player has performed the associated actions. This ends the round. All used role cards are placed back in the center of the table, and the governor card is passed to the next player in clockwise rotation. The new governor begins the next round of play.

The Governor begins the round by selecting a role. All players (in clockwise order) perform its action.

The next player selects a role and all players perform its action. The round continues until all players have selected a role.

At the end of a round, the player to the left of the Governor takes the governor card and begins the next round.

Note: In a 2-player game, after each player has selected a role, the governor selects a second role (and players perform the associated action), before ending the round. Thus, in each round, 3 of the 5 roles are selected, in the order of governor - second player - governor.

The Roles:

Each role has an associated *action* and *privilege*. All players, in turn, take the *action* associated with the role, but only the player who *chose* the role can take its associated *privilege* (*exception: the adventurer role does not have an action, only a privilege*). In general:

- The player who chooses the role takes the action (and/or privilege) *first*, and then play continues in clockwise order.
- Each player, in turn, *must* select a role, but may choose *not* to perform the action and/or privilege. Other players, on their turn, may also choose not to perform the action associated with the role; their turn is skipped.
- Once a player has chosen a role and taken the role card, no other player may choose that role during the same round.

Builder (*Builder Phase: everyone builds a building*)



During the builder phase, players are allowed to build one building. To build, players take a card from their hand, lay it face up on the table in front of them (where it remains for the rest of the game), and pay the construction costs (indicated by the numbers on the top corners of the card) by discarding the appropriate number of cards from their hands into the discard pile. As a result of the privilege, the player who chooses this role, the Builder, pays one card less than indicated (*see example below*).

The Builder builds first. Then, in clockwise order, all other players may build *one* building each, if they choose to.

*Complete details for all buildings and their functions are listed in the **Building** section at the end of the rules.*

Note: A player may build more than one of the same production building (e.g. sugar mill or coffee roaster), but never more than one of the same city (blue) building.

2-player game:

Each round, a role is chosen first by the Governor, then the second player, then the Governor again.

Roles:

Each role (except adventurer) **has an associated action.**

Only the player who chooses the role can perform the privilege in addition to the action.

Builder Role

Each player can build one building. The Builder pays one card less.

Notes:

- The warden house, the crane, the poor house, the black market, the craft house, the unite of foremans, and the library have rules that are in exception to the instructions described above.
- The cost of a building can never fall below 0, no matter how many privileges a player has.

Example: Joe is the Builder (privilege = 1 off the building cost) and owns the warden house (= 1 off the building cost) and the library (double the role privilege), for a total of 3 off the building cost. He chooses to build a pond farm (cost = 2). He may not keep the surplus card when paying for the pond farm, but gets a reduction of 2.

Form a discard pile to the right of the role cards. Discarded cards are always left upside down, and the pile is slightly “messier” so that it will not be confused with the draw pile (see picture).
When the draw pile runs out, reshuffle all discarded cards to create a new draw pile.

Producer (*Producer phase: everyone produces goods*)



The player who selects this role (*the Producer*), begins goods production. The Producer draws a card from the draw pile and, without looking at it, places it *face down* on any production building that doesn't already have a card on it (i.e. on any *empty* production building). The Producer's privilege then allows the Producer to repeat this action with any other empty production building. Once the Producer has completed the action and privilege, the other players can then produce goods, by drawing a card from the supply pile and placing it on their empty production building. Players that do not possess empty production buildings cannot produce goods during the producer phase. The cards laid down on the production buildings represent goods (see figure at right), and can be sold in any subsequent trader phase.

Note: Players can never have more than one “goods” card on a production building.

Notes:

- The aqueduct, the library, and the households have rules that are in exception to the instructions described above.
- In this phase, players can play simultaneously; turn order is of no importance.



Draw pile

Discard pile

Producer Role

Each player can produce a good on 1 empty production building. The Producer may produce goods on 2 empty production buildings.



(This player has produced 1 egg and 1 flour.)

Trader (*Trader phase: everyone sells goods*)



The player who selects this role (*the Trader*) turns over the top trading house tile, which determines the price of the goods to be sold. The Trader can sell one good for the role's action, and a second good for the role's privilege. To sell a good, the Trader takes the "goods" card from one production building, places it *face down* on the discard pile (without looking at it), and then draws from the draw pile the number of cards equal to the price of that good, as shown on the trading house tile (*see example*). The Trader repeats this action for the role's privilege.

Once the trader is finished selling goods, the remaining players may sell goods at the prices indicated on the trading house tile, if they can. When all players have had the opportunity to sell goods once, the Trader puts the trading house tile *face down* under the pile (note: the sequence of the five trading house tiles does not change during the game).

Notes:

- *The trading post, marketplace, market hall, and library have rules that are in exception to the instructions described above.*
- *Even if there are no goods sold during a trader phase, the top trading house tile must still be placed on the bottom of the pile.*
- *In this phase, players can play simultaneously; turn order is of no importance.*

Example: David is a trader; he possesses the market place and the market hall. He turns over the top trading house tile (*see figure at the right*), and announces that he would like to sell three goods (1 for the trader action, 1 for the trader privilege, and 1 for the marketplace). He takes the goods cards from his tomato plant, pond farm and shipyard, and discards them (*without looking at their reverse sides*). He then draws cards from the supply pile according to the prices listed on the trading house tile: 1 card for the tomato, 1 card for the egg, 3 cards for the ship, and 1 for the market hall (= 6 cards). Play then proceeds to the next player in clockwise rotation.

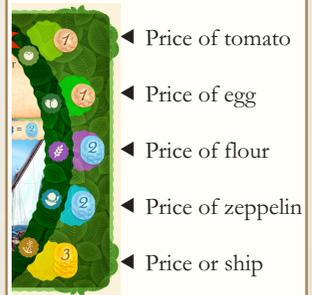
Councillor (*Councillor phase: everyone draws cards*)



The player who selects this role (*the Councillor*) draws 5 cards from the draw pile (2 cards for the action and 3 additional cards for the privilege), looks at them, chooses one to keep, and discards the remaining 4 cards.

Trader Role

Each player may sell one good; the Trader may sell two goods.



Councillor Role

The Councillor draws 5 cards and keeps 1; other players draw 2 cards and keep 1.

When the Councillor is finished, each of the other players takes 2 cards from the draw pile, chooses one to keep and discards the other.

Notes:

- The archive, the prefecture, and the library have rules that are in exception to the instructions described above.
- In this phase, players can play simultaneously; turn order is of no importance.

Adventurer(*Adventurer phase: no action*)



The player who selects this role (*the Adventurer*) draws 1 card to keep as the role's privilege. Since there is no action associated with this role, the adventurer phase is now over.

Note: The adventurers guild and the library have rules that are in exception to the instructions described above.

Adventurer Role

The Adventurer takes **one card from the draw pile. There is no other action.**

A New Round

After each player has selected a role, and all players have taken the corresponding actions, the round is over. The used role cards are put back in the center of the table, and the governor card is passed to the player to the left. The new Governor reminds the owners of a chapel to put one of the cards from their hands under their chapel, if they want. After that, the Governor ensures that no player (including the Governor) has more than 7 cards in their hand (*). All players who have more than 7 cards must discard cards (any that they wish) until they have only 7 left. Exception: Owners of a tower may keep up to 12 cards.

Note: During a round, players may hold more than 7 cards in their hands. Enforcing the 7-card limit only occurs at the beginning of a new round!

A New Round

- **Return the used role cards to the middle of the table.**
 - **Pass the governor card to the left.**
- The new Governor:**
- **reminds chapel owners to put a card under the chapel**
 - **ensures no player has more than 7 cards (or 12 for a tower owner)**
 - **begins the new round**

***Note:** Players must always show others how many cards are in their hands, though not the contents of those cards.

GAME END

The game ends immediately *at the end of the builder phase* in which one player has built a 12th building. Do not continue the round to the end.

Players total their victory points, using the score pad:

- + The sum of the victory points of all their buildings
(using the number on the bottom of the cards)
- + One victory point for each card placed under a chapel
- + The sum of the victory points for the triumphal arch, guild hall and city hall
- + The victory points for the palace (this must be done last)

The winner is the player with the most victory points. If two or more players are tied, the tied players add the number of cards in their hands + the number of cards on their production buildings - whoever has the most, wins!

San Juan - score sheet				
	Dani	Devin	Jaden	Joe
Production Buildings	16	22	19	25
Chapels	/	7	/	8
Triumphal Arch	7+8	6	10	/
Guild Hall	51	35	29	26
City Hall	/	/	7	6
Palace	51	35	36	32

The game ends when any player has built a 12th building.

Players total their victory points:

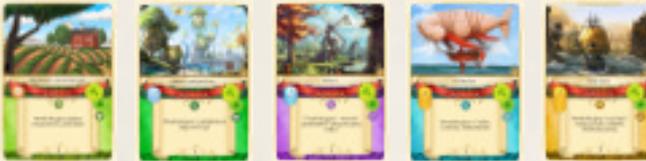
- + VPs for buildings
- + 1 VP per card under the chapel
- + VPs for triumphal arch, guild hall, city hall
- + VPs for palace (last)

The player with the most VPs wins!

The Buildings

The Production Buildings (multi-colored):

There are 5 different production buildings:



Tomato
plant
(11x)

Pond
farm
(9x)

Mill
(9x)

Zeppelin
shipyard
(9x)

Shipyard
(9x)

5 Production Buildings

- Tomato plant
- Pond plant
- Mill
- Zeppelin shipyard
- Shipyard

A player may own more than one of the same type of production building. Production buildings produce goods for their owners (i.e. tomato, egg, flour, zeppelin and ship).

The City Buildings (blue background):

There are 24 different city buildings. There are 3 of each kind, with the exception of the four 6-cost buildings, which have only 2 of each kind.

24 City Buildings



Each city building:

- May be built only once by each player.
- Has a function which can be used by the player only after the builder phase in which it has been built (it can be used in a later phase in the same round).

Note: The building's function is optional, i.e. the owner does not need to use it.

Warden house - *builder phase*

In the builder phase, the owner of a warden house pays one card less than indicated for a *production* building. The warden's function cannot be used when building a *city* building.



Adventurers Guild - *adventurer phase*

After the Adventurer's privilege has been taken, the owner of a adv. guild draws the top 4 cards from the supply pile:

- If the cards all show *different* construction costs, the player keeps the cheapest card, and discards the remaining three.
- If at least 2 of the cards show the same construction cost, all four cards must be discarded – no cards are kept.



Examples: If Marie, the owner of a adv. guild, draws a:

- library (5), craft house (3), warden house (1) and mill (3), then she must discard all four cards.

- unite of foremans (4), adv. guild (1), mill (3) and library (5), then she adds the adv. guild to her hand, and discards the other three.

Archive – *councillor phase*

In the councillor phase, players who have built an archive draw their cards as usual, but then may discard *any* cards. The discarded cards could be cards that were just drawn, *or* cards that were already in their hand!

Example: Nicole is the Councillor and owns a prefecture and an archive. She adds 5 cards from the supply into her hand, and then discards any 3 cards.



Poor House – *builder phase*

After building a building, if the owner of a poor house has 0 cards or 1 card left, then that player can draw 1 card from the supply to keep.



Notes:

- If the player also owns a craft house (see below), the player first receives a card for the carpenter. If the player still has only 1 card left, the player can then draw another for the poor house.
- If the player does not build during the builder phase, the player receives no card for the poor house.

Black Market – builder phase

In the builder phase, if the owner of a black market builds any building, the player may take *up to 2* goods (from built production buildings) and discard them. For each discarded good, the price of the building is reduced by one card.

Example: Marie owns a black market, and decides to build a library (5). She discards one goods card from her tomato plant and one from her mill and pays 3 cards from her hand.

Trading Post – trader phase

The owner of a trading post may sell 1 additional good during the trader phase.

Example: Devin owns a trading post, and sells:

- Up to 2 goods if he is not the Trader.
- Up to 3 goods if he is the Trader.
- Up to 4 goods if he is the Trader, and also owns the library.

Households – producer phase

In the producer phase, if the owner of a households produces at least 2 goods, then that player draws a card from the supply pile to keep (whether the player is the Producer or not).

Market Stand – trader phase

In the trader phase, if the owner of a market stand sells at least 2 goods, then that player draws 1 additional card from the supply pile to keep (whether the player is the Trader or not).

Crane – builder phase

During the builder phase, the owner of a crane may cover one constructed building by putting a new building card over the existing one, so that the old one is out of play. This reduces the price of the new building by the building cost of the covered building.



Notes:

- A covered building *immediately* loses its function.
- A player can build on top of any building except a crane.
- If a player covers a production building with a good on it, the good is lost, and must be discarded. If the chapel is covered, the cards remain under it and are still counted as victory points at the end of the game.
- A player may choose to re-build a building that had been previously covered by a crane.
- A player may not cover a building with the same building.

Examples:

- Nicole covers her chapel (3) with a palace (6), and needs only to pay 3 cards to build it.
- Jaden covers his zeppelin shipyard (4) with a statue (3) and pays nothing; he does not keep the 1 card difference!

Chapel – beginning of a round

At the beginning of each new round, *before* the Governor checks that players are under the 7-card (and/or 12-card) limit, the owners of a chapel may put one card from their hand *face down* under the chapel. Each of these cards is worth 1 victory point at the end of the game (*the text / victory points listed on the cards under the chapel are irrelevant*).

Notes:

- Players do not need to tell each other how many cards they have placed under their chapel.
- If there is a building covering the chapel (i.e. by means of the crane), you do not get an extra victory point for the building covering the chapel, only for the cards underneath the chapel.

Tower – beginning of a round

The owner of a tower may keep up to 12 cards (instead of up to 7 cards) at the beginning of each new round. The player decides which cards to discard, discarding cards until there are 12 remaining.

Aqueduct – producer phase

In the producer phase, the owner of an aqueduct may produce 1 additional good.

Example: Marie owns an aqueduct. She produces:

- Up to 2 goods if she is not the Producer.
- Up to 3 goods if she is the Producer.
- Up to 4 goods if she is the Producer, and she owns the library.



Craft House - *builder phase*

In the builder phase, if the owner of a craft house builds a *city* (blue) building, then that player may, after paying the construction costs, take one card from the draw pile to keep. The craft house's function does not apply when building a *production* building.

Note: The player does not draw a card immediately after building a craft house, only when constructing the next city building.

Prefecture – *councillor phase*

In the councillor phase, the owner of a prefecture keeps 2 cards instead of 1.

Examples: Nicole owns a prefecture. She keeps:

- 2 of 2 cards, if she is not the Councillor.

- 2 of 5 cards, if she is the Councillor.

- 2 of 8 cards, if she is the Councillor and she owns a library.

If she also owns an archive, she takes all the cards into her hand before she discards.

Trade route - *trader phase*

In the trader phase, if the owner of a market hall sells at least one good, then that player receives one card more than indicated on the trading house tile. If the player sells more than one good, the player still only receives *one* extra card.

Example: Sarah owns a trade route and sells 1 egg (price = 1) and 1 zeppelin (price = 2). She draws 4 cards, adding them to her hand.

Unite of foremans - *builder phase*

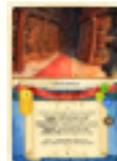
In the builder phase, the owner of a unite of foremans pays 1 card less when building a city building. The unite's function cannot be used when building a *production* building.

Example: Nicole is the Builder and owns a unite of foremans. She builds a crane (cost = 2) for free.

Library – *all phases*

The owner of a library may double the privilege of any role selected. The doubled privileges for the 5 roles are:

- Councillor: receive a selection of 8 cards;
- Builder: pay 2 cards less when building;
- Producer: produce up to 3 goods;
- Trader: sell up to 3 goods;
- Adventurer: receive 2 cards from the draw pile.



Examples:

- Jaden is the Councillor and owns the archive, the prefecture and the library. He takes 8 cards into his hand, and discards any 6.
- Devin is the Builder and owns the unite of foremans and the library. He pays 3 cards less when building a city building.

Note: In a 2-player game, a library may be used by its owner only once per round. If the Governor uses the library when choosing the first role in the round, the Governor may not use it when choosing the second role in the round – and vice versa!

The following city buildings do not have special rule changing effects, but earn victory points at game end:

The Three Monuments – game end

There are three of each type of monument, and each type is worth a diffrenet number of victory points.

Statue (3 VP) Alley of Glory (4 VP) Heroes (5 VP)

Note: A player may build a statue and a victory column, but not two statues!

The Four “6-Cost” Buildings

There are two of each type of “6-cost” building.

Guild Hall – game end

At the end of the game, the owner of a guild hall earns 1 additional victory point for each *production* building built and 1 victory point for each *type* of production building built.

Example: *At game end, Nicole owns 3 tomato plants, 1 pond farm and 2 mills. She receives 9 victory points for her guild hall.*

City Hall – game end

At the end of the game, the owner of a city hall receives 1 additional victory point for each *city* building built.

Example: *At game end, Jaden owns the poor house, aqueduct, craft house, chapel, unite of foremans, library, statue, palace and city hall. He receives 9 additional victory points.*

Triumphal Arch – game end

At the end of the game, the owner of a triumphal arch receives additional victory points for *monuments* built: 4 victory points for 1 monument, 6 victory points for 2 monuments, 8 victory points for all three monuments.



Example:

- Devin owns a statue, a heros and a triumphal arch, and receives 6 additional victory points at the end of the game. If he also owned a city hall, he would earn an additional 4 victory points for these 4 buildings.

Palace – game end

At the end of the game, the owner of a palace receives one additional victory point for every 4 victory points scored. After calculating *all* other victory points, the palace owner divides the total number of victory points by 4, and (rounding down) adds that number of victory points to the total.

Example: Marie owns a palace, and (before calculating points for her palace) has a subtotal of 34 victory points. For the palace, she adds another 8 victory points, resulting in 42 total victory points.

SETUP VARIATION

After a few games, you may try the following variation in game setup. Players draw 4 cards each to start, then the starting player takes one more card (= 5 cards), the second player in clockwise rotation takes two more (= 6 cards), the third takes three more (= 7 cards) and the fourth takes 4 more (= 8 cards).

Players look at their cards, and decide which 4 to keep, discarding the rest. Play continues as before.



VARIATIONS

1st/2nd/3rd/4th player takes 5/6/7/8 cards

Players discard back to 4 cards, then begin play.



Expansion: "The New Buildings"

Contents: 33 cards (10 city buildings and 4 production buildings) + 1 cathedral card

Setup: Shuffle the 33 new cards with the cards from the basic game. Place the cathedral face up next to the role cards. Follow the rules for the basic game.

Guard Room – beginning of a round

At the beginning of the round, the owners of a guard room may keep up to 7 cards in their hand, but those who do not own a guard room may only keep up to 6 cards. The owner of a tower may always keep up to 12 cards.

Administration - beginning of a round

At the beginning of a round, owners of an administration building may discard 1 or 2 of the cards from their hand *first* and *then* draw the same number of cards from the draw pile adding them to their hands.

Note: At the beginning of a new round, follow this order when performing the functions of your city buildings: 1. administration, 2. chapel/bank, 3. guard room/tower.

Monastery shop - trader phase

In the trader phase, the owner of a monastery shop draws one card from the supply if *no* good was sold by *any* player during this phase.

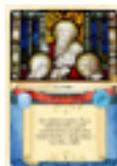
Caritas - builder phase

At the end of any builder phase (*after* the builder phase in which the tavern was built), the owner of a tavern draws 1 card from the supply *only if* that player owns the fewest city buildings + production buildings (that is, if no player has *fewer* buildings, and at least one player has *more* buildings).

Park – builder phase

If the owner of a park builds over the park (using a crane), the cost of new building is lowered by up to 6, instead of 3.

Example: Nicole builds over her park with a library (cost = 5), and pays nothing. Jaden builds over his park with a cathedral (cost = 7) and pays 1 card. If Jaden were also the Builder, or if he also had a unite of foremans, he would build the cathedral for free.



Customs Office – councillor phase

At the beginning of the councillor phase, each player that owns a customs office draws 1 card from the supply and places it on the customs office (face down, without looking at it), as a good. When a player chooses to sell this good in a *trader* phase, the player draws 2 cards from the supply for this good (the current trading house tile does not affect this price).

Note: The same rules apply for this good as for the other goods in the game, i.e. there can only be at most 1 good on a customs office; the good can be exchanged on the black market for 1 card; the good is counted for the market stand, market hall, etc.

Bank – beginning of the round

Only once in the entire game, at the beginning of a round before the Governor checks the player's card limit, the owners of a bank may take *any number* of cards from their hand and place them face down under their bank. At the end of the game, each of these cards is worth 1 victory point.

See “Chapel” for more details.

Harbor – trader phase

In the trader phase, the owner of the harbor sells goods by placing one card face down (without looking at it) under the harbor rather than discarding it. Each card under the harbor is worth 1 victory point at the end of the game.

See “Chapel” for more details.

Jousting clubs – prospector phase

In each prospector phase, the owner of a jousting clubs draws and reveals the top card from the supply pile. If the revealed card is a city building or production building that *no player has yet built* (including the current player), then the jousting clubs owner may keep the card. Otherwise, the card is discarded.

Residence – game end

At game end, the owner of a residence scores victory points for having sets of 3 *different* buildings with the *same* building costs. For the first group of 3 different buildings, the player scores 4 victory points, then 3 for the second, etc.



Example:

- Marie owns the following 11 buildings at the end of the game: 2 tomato plants (1), a pond farm (2), a black market (2), a households (2), 2 mills (3), an aqueduct (3), a palace (6), a guild hall (6), and a residence (6).

She scores $4+3=7$ additional victory points (for the 3 different 2-cost buildings and the 3 different 6-cost buildings) for her residence. The three 3-cost buildings do not score any points, as they are not all different.

- Devin owns the following 12 buildings at the end of the game: 2 tomato plants (1), an archive (1), an adventurers guild (1), a guard room (1), a customs office (1), a craft house (3), a mill (3), an aqueduct (3), a palace (6), a city hall (6), and a residence (6).

He scores $4+3+2+1=10$ additional victory points (since the 2 indigo plants can be used to make 2 different sets of 1-cost buildings).

Cathedral – builder phase

At the beginning of the game, the cathedral is placed next to the role cards in the middle of the table. During the builder phase, any player can choose to build the cathedral instead of building one of the cards from their hand. Since players can only build *one* building during the builder phase, this is the only building that player can build during this phase. At the end of the game, the cathedral scores its owner victory points for 6-cost buildings that were built by *other* players: 4 victory points for the first 6-cost building, 3 VP for the second, etc.

Example: Devin owns the cathedral. His opponents have built the following six 6-cost buildings: both guild halls, both city halls, 1 residence, and 1 palace, so he scores $4+3+2+1+0+0=10$ VP.

Card's descriptions marked with a book symbol indicates house rules and are optional.

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If you have any questions, comments or suggestions, please contact us at:

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Expansion: "Events"

Game materials: 6 playing cards (six different "Events")

Game Preparations:

Six Event cards are shuffled into the deck with the Buildings cards. All other rules remain the same as in the original game - with below described changes:

Game play:

Every time an Event appears (whether when dealing cards at the beginning of the game, during the Councillor phase, when selling Goods, Prospecting, when activating Buildings, triggering Events etc.! etc!), the Event card is immediately placed face up, next to the Role cards, and a new card is drawn as replacement. To clarify: An Event card could be lying in many places (for example in the draw or discard pile, as a Good on a Building or under the Harbour, face up on the table etc.), but it can never at any time be in the hand of a player.

A face up Event card may be triggered by any player instead of activating a Role (even during the round it was revealed). In that case it will be activated as stated below. Afterwards the Event card is discarded (so an Event may appear several times per game).

Note: Buildings (like the Library) has never any influence upon the outcome of an Event.

THE EVENTS:

EARTHQUAKE

Each player (incl. the "activator") must demolish one his own buildings (ie. discard). Any cards beneath the building (Goods, VP's) are also discarded.

DEBT RELIEF

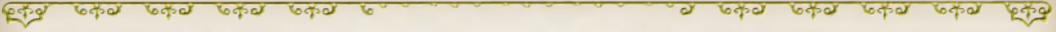
Beginning with the "activator", each player in turn order adds 3 cards to his hand.

TAXES

Each player except the "activator" must, in turn order, discard one card of his choice (if any) from his hand.

GENERAL AMNESTY

Beginning with the "activator" each player may discard any number of cards from his hand and refill his hand with the same number of new cards.



GOVENOR VISIT

The player selecting this card may activate (for everybody!) any Role card already activated earlier this round (as if it hadn't been selected yet). In this way it may be possible, for example, to build twice during the same round. Should a player thus build his 12th building will the game end as usual.

FREE BUILD

Beginning with the "activator", each player in turn order may build any one Building in his hand - without cost! - thus simply placing it in his display, as long as the Building cost on the card is no greater than 4.

Hints:

- 1) Other Buildings cannot give any advantage to this Event.
- 2) All normal building rules apply.
- 3) The game ends if a player builds his 12th building.

