



# How to Play Teaching Guides:

## #7 Puerto Rico

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #7 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

### 1 The Hook - What the Game is About

*"Puerto Rico is a game about power-hungry greedy mean people and you want to be the worst of them. You are a greedy Spanish Nobleman with holdings in the new colony of Puerto Rico, which means Rich Port. It is a very rich port indeed and you hope it will make you much richer. You will use your wealth to exploit a cheap and ever expanding labor force of slaves and try to make yourself the most powerful nobleman of Puerto Rico.*

*The two ways you will obtain this power, represented by victory points, are by shipping goods and by building buildings. Whoever obtains the most points by doing these two things, shipping and building will be the greediest nobleman of all and be declared the winner."*

### 2 The Meat - How to Play the Game

#### ○ The Structure of the Game Round

1. On a turn a player chooses an action from 6-8 choices
2. VERY brief explanation of 7 different roles
3. That player takes the action, then all players take the action
  - 3.1 Choosing player gets a bonus (privilege) for choosing that action
  - 3.2 Choosing player also gets to go first in doing the action
4. Next player chooses from the remaining choices
5. That player takes the action, then all players take the action
6. Repeat until all players have chosen an action
7. Three unchosen actions gets 1 money placed on them to encourage players to take them in future rounds
8. Start player (governor) moves one spot to the left and repeat

## Detailed Explanation of the Seven Actions

1. Settler - Choose one of the plantations
  - 1.1 Plantations with Production Buildings help you get resources
  - 1.2 Privilege - Take quarry instead - quarries give discounts on buildings
    - 1.2.1 Look at possible quarry discounts on building board
2. Mayor - Allows players to get “colonists” to activate plantations/buildings
  - 2.1 Explain how “colonists” are distributed and placed
  - 2.2 Privilege - one extra “colonist”
  - 2.3 How to refill boat
3. Builder - Buy building from center mat
  - 3.1 Three types of buildings
    - 3.1.1 Colored Buildings - Allow you to produce 4 types of goods
    - 3.1.2 Small Purples - Special Ability
    - 3.1.3 Big Purples - Big VP bonus at end of game
  - 3.2 Look at cost (grey number) and VPs at end of game (red number)
  - 3.3 Privilege - one money discount on building bought
4. Craftsman - Lets plantations produce goods
  - 4.1 Need manned plantation and manned prod. building for each good
  - 4.2 Corn does not need production building, just plantations
  - 4.3 Privilege - one extra good
5. Trader - Allows players to sell goods for money
  - 5.1 Four spots - only one of each good - empties at end of turn
  - 5.2 Privilege - one extra money for selling
6. Captain - Allows players to ship goods for points
  - 6.1 Earn one VP for each good shipped
  - 6.2 Three boats - only one type of good on each boat
  - 6.3 In turn order players must load all of one type of good
  - 6.4 Continue until all possible goods have been shipped
  - 6.5 Privilege - one extra VP for first shipment
  - 6.6 Spoiling - all but one of goods leftover for each player are discarded
7. Prospector - Allows YOU only to take one money

## 🕒 **Two Paths to Score Victory Points**

1. Shipping Goods
  - 1.1 Get plantations and matching production buildings
  - 1.2 Get “colonists” to man plantation and building
  - 1.3 Craftsman to produce goods
  - 1.4 Ship them during the captain’s phase
2. Build Buildings - Must get money to be able to buy buildings!
  - 2.1 Take prospector or roles with money
  - 2.2 Sell expensive goods (especially Coffee and Tobacco)
  - 2.3 Build quarries to get discounts
  - 2.4 Have a factory

## 🕒 **Ending the game**

1. Explain how a couple sample rounds might work to pull it all together
2. End Game Triggers - game ends at end of round if one of these occurs
  - 2.1 Cannot fill colonist boat
  - 2.2 All twelve city spaces for a player are full
  - 2.3 All shipping VPs are gone
3. Add up your score
  - 3.1 Shipping VPs
  - 3.2 Building VPs (red number)
  - 3.3 Big Purple building bonuses (only if manned)
4. Most points wins!

### 3

## The Hamster - How to Win the Game

1. Remember there are two paths to Victory - Shipping and Building - focus on one or try to do some of each
2. A Shipping Strategy - all about getting goods
  - 2.1 Gets lots of cheap goods (corn and indigo)
  - 2.2 Buildings to get
    - 2.2.1 Large production buildings
    - 2.2.2 Warehouses - to prevent spoiling
    - 2.2.3 Wharf - to help you ship more
    - 2.2.4 Harbor - bonuses for shipping
    - 2.2.5 Customs House - Bonus for Shipping VPs
3. A Building Strategy - all about getting money
  - 3.1 Get expensive goods quickly (tobacco and coffee)
  - 3.2 Use the trader
  - 3.3 Buildings to get
    - 3.3.1 Markets - Extra money for trading
    - 3.3.2 Office - allows you to trade same type of good
    - 3.3.3 Factory - to get money
    - 3.3.4 Get Big Purple buildings - guild hall and city hall?
4. Do what the other players arent doing!
5. Try to choose actions that benefit you the most and others the least
6. Good Luck and Have Fun!

#### Credits:

Game Design: Andreas Seyfarth

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Teaching outline based upon How to Play Podcast Episode #7

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