

Puerto Rico: 2-player Variant

Official Alea/Ravensburger Rules

This version is translated by Frank Hamrick from the Aleaspiele.de website

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The author and publishing house had two compelling conditions when we developed the following variant for 2 players:

- 1) we wanted to make no new material (e.g. new violet buildings);
- 2) we wanted to retain the original rules so far as possible so that the transposition of the multi-player game to the 2-player game would not be too novel. We would love to hear your feedback on this variant. Which buildings are especially strong, which weak? What would you change- why? What would you do differently? Send your questions to info@aleaspiele.de.

Variations from the multi-player game follow.

Game Preparation:

Per Player	1 player board, 3 Doubloons, 1 Indigo (for governor); 1 corn (for 2 nd player)
Remaining	Remove 3 of each type of plantation from the game. Uncover 3 plantations Plantations (one more than the number of players)
Quarries	Remove 3 Quarries from the game (use 5 quarry tiles)
Buildings	Use 2 of each Production building, and 1 of each Violet building
Victory Points	65 total Victory Points
Colonists	40 (in supply) + 2 on the colonist ship (minimum = player number)
Goods	Remove 2 of each type of good from the game
Cargo Ships	Use the 4 and 6 capacity cargo ships
Trading House	No change
Role Cards	Remove 1 prospector from the game

Game Sequence:

The Governor begins and selects a role. Subsequently the players alternate selecting roles until both players have selected 3 roles. Place one Doubloon on the remaining role card. The Governor then changes to the second player and the above sequences is repeated. All further rules are the same as in the Multiplayer game.