

PUERTO RICO

Special Edition ¹⁸⁹⁷

OFFICIAL ERRATA

v. 1.0 (02.06.2026)

Below is a list of all known issues discovered for English version of the game. For best gameplay experience, we recommend to use this document to look up the updated content.

All current text that requires correction are marked in **red color**, while all corrected or added text is marked in **green color**.

RULEBOOK

PAGE 10, RECRUITER (RECRUIT WORKERS)

IS: The Estate, Quarry, and Building tiles have 1–3 Worker slots. Exactly 1 Worker can be placed on each of these slots. If 1 or more Workers are placed on the tile, it is considered occupied.

Only occupied tiles are considered active.

SHOULD BE: The Estate, Quarry, and Building tiles have 1–3 Worker slots. Exactly 1 Worker can be placed on each of these slots. If 1 or more Workers are placed on the tile, it is considered occupied.

PAGE 11, RECRUITER (NOTES)

IS: If there are not enough Workers to repopulate the Work Register, the game ends **after this Recruiter phase**.

SHOULD BE: If there are not enough Workers to repopulate the Work Register, the game ends **at the end of the current round**.

PAGE 11, BUILDER (QUARRY DISCOUNT)

IS: During the Builder phase, for each occupied Quarry, the player **pays** 1 Coin less for the Building with the following limitations.

SHOULD BE: During the Builder phase, for each occupied Quarry, the player **may pay** 1 Coin less for the Building with the following limitations.

PAGE 11, BUILDER (NOTES)

IS: If one or more players fill all 12 Building slots on their Player board, the game ends **after this Builder phase**.

SHOULD BE: If one or more players fill all 12 Building slots on their Player board, the game ends **at the end of the current round**.

PAGE 12, CRAFTSMAN (PRODUCTION ABILITY)

IS: For Fruit, Sugar, Tobacco, and Coffee, take 1 Crate for each pair of **Workers on an Estate and matching Production Building**.

SHOULD BE: For Fruit, Sugar, Tobacco, and Coffee, take 1 Crate for each pair **consisting of exactly one Worker on an Estate and one Worker in a matching Production Building**.

PAGE 15, CAPTAIN (NOTES)

IS: If the last VP token is taken during the Captain phase, the game ends **after this Captain phase**.

SHOULD BE: If the last VP token is taken during the Captain phase, the game ends **at the end of the current round**.

PAGE 17, ENDING THE GAME

IS: The game ends at the end of the **phase** when one of the following conditions is met:

SHOULD BE: The game ends at the end of the **round** when one of the following conditions is met:

IS: The last VP token is taken during the Captain phase. If the last VP token was taken during a different phase, players continue the game until the end of the **next Captain phase**.

SHOULD BE: The last VP token is taken during the Captain phase. If the last VP token was taken during a different phase, players continue the game until the end of the round.

IS: After completing the **phase**, the game is over.

SHOULD BE: After completing the **round**, the game is over.

PAGE 17, ENDING THE GAME (SIDEBAR)

IS: The game ends at the end of the **phase** when there are not enough Workers to repopulate the Work Register, a player has built on all 12 of their Building slots, or all the VP tokens are taken.

SHOULD BE: The game ends at the end of the **round** when there are not enough Workers to repopulate the Work Register, a player has built on all 12 of their Building slots, or all the VP tokens are taken.

PAGE 19, SMALL MARKET (EXAMPLE)

IS: The Trader sells 1 Crate of Corn (with base Coin value of 0) and gains 2 Coins).

SHOULD BE: The Trader sells 1 Crate of Corn (with base Coin value of 0) and gains 2 Coins (1 Coin from the Trader Role Advantage and 1 extra Coin from the Small Market).

PAGE 22, 2-PLAYER GAME (GAME SETUP)

IS: Remove 3 Corn, Fruit, Sugar, Tobacco, Coffee, and Quarry tiles from the game (remove them from the Resource tray).

SHOULD BE: Remove 3 Corn, Fruit, Sugar, Tobacco, Coffee, and Quarry tiles from the game.

IS: Remove 2 Crates of each type of Goods from the game.

SHOULD BE: Remove 2 Crates of each type of Goods from the game (remove them from the Resource tray).

PAGE 23, EXPANSION I: NEW BUILDINGS (GAME SETUP, NOTE)

IS: Note: This means that some Buildings are mutually exclusive. You can't have a game with both a Large Warehouse and Small Wharf (both cost 6 Coins).

SHOULD BE: Note: Some of the Buildings are mutually exclusive. For example it is not possible to have a game with both a Large Warehouse and Small Wharf (because both cost 6 Coins and there is only one slot for a 6-Coin Building on the Building tray).

PAGE 23, LUMBERYARD

IS: During the Builder phase, for every 2 Forest tiles on their Countryside, the owner of Lumberyard pays 1 Coin less.

SHOULD BE: During the Builder phase, for every 2 Forest tiles on their Countryside, the owner of an **occupied** Lumberyard pays 1 Coin less.

PAGE 25, LIGHTHOUSE

IS: The **Captain** gains 1 additional Coin at the start of the phase, whether or not they load Goods onto a Ship.

SHOULD BE: If the owner of an **occupied Lighthouse** is also the **Captain**, they gain 1 additional Coin at the start of the phase, whether or not they load Goods onto a Ship.

PAGE 25, PUBLISHING HOUSE (NOTES)

IS: The Planter with Publishing House and an **occupied Hospital** may place the Worker on **either one of the two tiles they placed**. They do not gain a second Worker.

SHOULD BE: The Planter with an **occupied Publishing House** and an **occupied Hospital** may place the Worker on **for their first tile only**. They do not gain a second Worker.

IS: The Planter with Publishing House and Builder's Yard may take a Quarry as their second tile.

SHOULD BE: The Planter with an **occupied Publishing House** and an **occupied Builder's Yard** may take a Quarry as their second tile.

PAGE 25, CATHEDRAL (EXAMPLE)

IS: At the end of the game, the owner of the Cathedral has 6 Forests, 3 Quarries, 2 Corn, and 1 Coffee. Since they have 3 sets of 3, they gain an additional 6 VP.

SHOULD BE: At the end of the game, the owner of the **occupied Cathedral** has 6 Forests, 3 Quarries, 2 Corn, and 1 Coffee. Since they have 3 sets of 3, they gain an additional 6 VP.

PAGE 26, EXPANSION II: CITIZENS (GAME SETUP, NOTE)

IS: Some of the Buildings are mutually exclusive. For example it is not possible to have a game with both a Large Warehouse and Small Wharf (because both cost 6 Coins).

SHOULD BE: Some of the Buildings are mutually exclusive. For example it is not possible to have a game with both a Large Warehouse and Small Wharf (because both cost 6 Coins and there is only one slot for a 6-Coin Building on the Building tray).

PAGE 26, EXPANSION II: CITIZENS (CITIZENS)

IS: At the beginning of the game and at the end of each Recruiter phase, put Workers on the Work Register according to the basic game rules, but **swap 1 Worker with 1 Citizen from the supply** as long as there are Citizens **there**.

SHOULD BE: At the beginning of the game and at the end of each Recruiter phase, put Workers on the Work Register according to the basic game rules, but **place 1 Citizen from the supply instead of 1 Worker** as long as there are Citizens **in the supply**.

PAGE 26, ZONING OFFICE (NOTE)

IS: If the owner of Zoning Office also has Lumberyard, look at the tile drawn from the Estate bag before deciding whether to use it as a Forest.

SHOULD BE: If the owner of **an occupied** Zoning Office also has **an occupied** Lumberyard, look at the tile drawn from the Estate bag before deciding whether to use it as a Forest.

PAGE 32, ALTERNATIVE GAME RULES

Original Citizens Setup (If you are playing exclusively with Expansion II - Citizens and not using Expansion I - New Buildings):

1. During setup place the Building tray with all base game Buildings as normal.
2. Place all Expansion II Buildings directly next to the Building tray. These Buildings are available for build normally during the game.

PAGE 34, PUERTOMA, SETUP (PARAGRAPH 1)

IS: When playing with more than one human player, all **Automas** should be after all human players in the turn order.

SHOULD BE: When playing with more than one human player, all **Puertomas** should be after all human players in the turn order.

PAGE 35, PUERTOMA, CHOOSING A ROLE (PARAGRAPH 3)

IS: Draw a Tiebreaker card and select the first Role listed on the card that is available and profitable, starting from the top.

SHOULD BE: Draw a Tiebreaker card and select the first Role **(among those available after previous condition)** listed on the card that is available and profitable, starting from the top.

PAGE 37, PUERTOMA, BUILDER

IS: When a Puertoma performs the Builder Role action, it will build the Building of the highest level it can afford and has space for provided it does not already own it.

SHOULD BE: When a Puertoma performs the Builder Role action, it will build the Building of the highest level it can afford and has space for **(it can only ever build 2 Buildings at the same level)**, provided it does not already own it.

PAGE 39, PUERTOMA, DIFFICULTY LEVEL (HARD DIFFICULTY)

IS: The first Puertoma **(the one with a Fruit Estate)** gains a random Level 1 Building, 1 Worker (goes on the **Fruit Estate**), and 1 Crate of Corn.

SHOULD BE: The first Puertoma gains a random Level 1 Building, 1 Worker (goes on the Estate), and 1 Crate of Corn.

IS: The second Puertoma **(the one with a Corn Estate)** gains a random level 2 Building, 1 Crate of Sugar and reduces its starting Coins to 1.

SHOULD BE: The second Puertoma gains a random level 2 Building, 1 Crate of Sugar and reduces its starting Coins to 1.

PAGE 41, PUERTOMA ABILITY TILES (BUILDER)

IS: Gains 1 Coin before building (taken into account when considering taking the Builder Role in addition to the Role Advantage if the Puertoma chose the Role), **even if unable to build**.

SHOULD BE: Gains 1 Coin before building (taken into account when considering taking the Builder Role in addition to the Role Advantage if the Puertoma chose the Role).

OTHER COMPONENTS

PUERTOMA HELP CARDS

IS: Can build a Building (including any Coins gained from bonuses, Advantages).

SHOULD BE: Can build a Building (including any Coins gained from bonuses, Advantages **and from the Role tile**).

ACHIEVEMENT CARD: LEADING PRODUCER

IS: Produce at least 7 Crates.

SHOULD BE: Produce at least 7 Crates **during one Craftsman phase**.