

<b>Game</b>	San Juan
<b>Players &amp; Time</b>	2-4. Best with 3. Recommended for 2-4. 45 minutes.
<b>Preparation</b>	Select a starting player using some method. Give that player the governor placard. Shuffle the trading house cards and make a pile, face down. Each player gets: one Indigo plant in their play area and 4 face down cards from the card supply.
<b>Rules Summary</b>	<p>Game is played in several rounds. <i>Special rules for 2 players not given here.</i></p> <p>At the beginning of a round a player must discard down to 7 cards**. The new governor should be the player to announce this.</p> <p>Each round, starting with the governor and proceeding to the left neighbors, a player chooses a role amongst the remaining roles and takes the action associated with the role; then each player in clockwise order also take the action associated with the role chosen by that player*. The privilege is given only to the player who chose the role. The next governor is the player to the governor's left.</p> <p>Builder: player may build one building. Cost is the number on top of the card and is paid in number of cards from hand. These are discarded in a face down pile. Cannot build two of the same buildings.</p> <p>Producer: produce a good (face down card from top of deck) onto an empty production building. A player can never have more than one good on a production building.</p> <p>Trader: player who chose the role flips over the first trading house card. This card indicates the amount each good is worth. The pay is in number of cards drawn.</p> <p>Coucillor: player draws cards. Draw 2, keep one. Privilege lets the player draw 5 and keep 1.</p> <p>Prospector: only the player who chose this role draws a single card.</p>
<b>End &amp; Winner</b>	<p>Game ends immediately after the builder phase when a player has built their 12<sup>th</sup> building.</p> <p>See score sheet for victory point calculation.</p>
<b>Notes</b>	<p>* A player may chose not to execute the action.</p> <p>** Exception: Tower</p>