

Welcome to the second Minstrel Puerto Rico. Your player order is John Webley, Brad Martin, Mark Hancock, Mike Ruffhead, Mick Haytack.

Each time you will need to send orders for a whole round with sufficient conditions to cover all the eventualities - covering your own preferences for role and associated action, plus what you would like to do for each other player's role. An overall statement of intent will be very useful and I would use that to resolve any gaps in your orders. The first game settled in quite quickly.

Please survey the information below and raise any queries about the presentation or meaning. The first sections are player information - currently the same for John, Brad & Mark who start with an Indigo Plantation and for Mike & Mick who each have a Corn Field. If a plantation has a colonist working it then the plantation space will be marked with a "c" instead of the current "-". Similarly the building spaces below the list of player plantations and goods will be marked with one or more "c" as they gain colonist(s).

The colour coding for goods is in the expected order of Corn, Indigo, Sugar, Tobacco and Coffee - you can double-check the colour by looking at the list of buildings.

In the general game information the + values after each role are for the number doubloons added for it not being chosen in previous rounds. As the cargo ships fill they will have a colour for the good on board and a number for how many. The available plantations, goods and Trading House spaces are (or will be) coloured for the relevant good - obviously only the places in the available goods section need a number. The buildings can each accommodate one colonist unless noted by "2c" or "3c".

If you need to refresh yourself on any building, or on any other aspect of the game, then two references are [the rule book](#) and [Keith's website](#). Any queries ... just let me know.

JW BM & Mark	Doubloons	4	Spare Colonists	0	VP Chips	0	Score	0
Plantations	-	-	-	-	-	-	-	-
Goods	0	0	0	0	0	0	0	0
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

Mike & Mick	Doubloons	4	Spare Colonists	0	VP Chips	0	Score	0
Plantations	-	-	-	-	-	-	-	-
Goods	0	0	0	0	0	0	0	0
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-

Builder	+0	Captain	+0	Craftsman	+0	Mayor	+0	Settler	+0	Trader	+0	Prospectors	+0	+0
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Cargo Ship 6	0	Plantations							39 Left	Quarries	8
Cargo Ship 7	0	Goods	10	11	11	9	9			VP Chips	122
Cargo Ship 8	0	Trading House	-	-	-	-				Colonists Supply-Ship	95-5

1 VP Buildings	Cost-#	2 VP Buildings	Cost-#	3 VP Buildings	Cost-#	4 VP Buildings	Cost-#
Small Indigo Plant	1-4	Indigo Plant 3c	3-3	Tobacco Storage 3c	5-3	Guild Hall	10-1
Small Sugar Mill	2-4	Sugar Mill 3c	4-3	Coffee Roaster 2c	6-3	Residence	10-1
Small Market	1-2	Large Market	5-2	Factory	7-2	Fortress	10-1
Hacienda	2-2	Hospice	4-2	University	8-2	Customs House	10-1
Construction Hut	2-2	Office	5-2	Harbour	8-2	City Hall	10-1
Small Warehouse	3-2	Large Warehouse	6-2	Wharf	9-2		