



Learn to play
in minutes!

Finca



2-5 PLAYERS



45 MIN.



AGES 10+



**PANDA
SAURUS**
GAMES

CREDITS

Designer: Wolfgang Sentker & Ralf zur Linde

Artists: Vincent Dutrait & Joan Guardiet

Additional Development: Alex Cutler & Nathan McNair

Graphic Design: Peter Wocken

Editing: Eric Slauson & Raina Medina

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2028 E Ben White Blvd #240, Austin, TX 78741

www.pandasaurusgames.com

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Asmodee Nordics • Valseholmen 1
• 2650 Hvidovre - Denmark
• T +45 32 97 30 70
www.asmodeenordics.com

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• Alton • Hampshire • GU34 2UD
www.asmodee.co.uk

Q: What is a finca?

A: A piece of rural or agricultural land, typically with a cottage, farmhouse, or estate building present, and often adjacent to a woodland or plantation. (Source: Wikipedia)

CONTENTS:

- 1 game board
- 12 windmill blades
- 42 request tiles
- 10 finca tiles
- 20 action tiles (advanced game)
- 5 bonus tiles (advanced game)
- 10 donkey cart cards
- 7 finca tokens (wooden)
- 108 food tokens (wooden)
 - 18 figs
 - 18 almonds
 - 18 fish
 - 18 oranges
 - 18 grapes
 - 18 lemons
- 25 farmer tokens (wooden)

SETUP

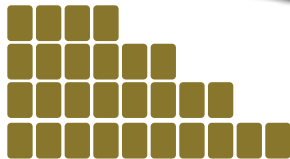
1 Place the **game board** on the table.

2 Shuffle the 12 **windmill blades** face-down and randomly place them face-up on the spaces of the windmill.



3 Place a number of **donkey cart cards** in a stack near the windmill depending on the number of players:

- 2 players: 4 donkey carts**
- 3 players: 6 donkey carts**
- 4 players: 8 donkey carts**
- 5 players: 10 donkey carts**



7 Each player chooses a color and takes a number of **farmer tokens** in their color depending on the number of players:



2 players: 5 farmers



3 players: 4 farmers



4/5 players: 3 farmers

3 Shuffle the 42 *request tiles* face-down, then separate them into 10 stacks of 4 each. Place one stack in each community and turn the top-most tile face-up. Place the 2 remaining tiles face-down in the box without looking at them.



4 Randomly place 1 *finca tile* on the estate illustration in each of the 10 regions.

5 Place a number of *wooden finca tokens* next to the game board depending on the number of players:

2 players: 4 fincas



3 players: 5 fincas



4 players: 6 fincas



5 players: 7 fincas



6 Sort the 108 *food tokens* by type and place them as a general supply next to the game board.



ORANGES x18



LEMONS x18



FIGS x18



GRAPES x18



ALMONDS x18



FISH x18

6A If playing with 2 or 3 players, remove the following amounts of food tokens from the game:

2 players: Remove 9 of each type -9/EACH      

3 players: Remove 4 of each type -4/EACH      

GOAL

Earn victory points by gathering as many of Mallorca's resources as possible and delivering these goods to the island's communities, whose requests change over the course of the game. The player with the most victory points at the end of the game is the winner.

BEGINNING THE GAME

Play begins with an introduction phase called The First Harvest.

The youngest player will be the starting player. They begin The First Harvest by placing one of their farmers on any windmill blade and taking exactly one food token from the supply that matches the food that is illustrated on that windmill blade. They then place the food token on the table near themselves. This table space will be called their play area, and any food tokens there must be visible to all players throughout the game.

The other players follow in clockwise order, placing one of their farmers on any windmill blade and taking exactly one food token from the general supply that matches the food illustrated on that blade. There is no limit to the number of farmers that may be placed on the same windmill blade.

Repeat this process in clockwise order until all players have placed all of their farmers and received a food token for each one.

Example: **Pink** places their farmer on a windmill blade illustrated with a lemon and takes 1 lemon from the supply, placing it in their play area. Next **Yellow** places their farmer on a blade with a fig and takes 1 fig, placing it in their play area. Then, **Blue** places their farmer next to **Pink's** farmer on the windmill blade with a lemon and takes 1 lemon, placing it in their play area.



PLAYING THE GAME

After The First Harvest, the game begins. The start player takes the first turn. After their turn, play continues in clockwise order until the game ends when the final Finca token is placed on the board.

On your turn, you must take ONE of the following actions:

- **Move a Farmer**
- **Make a Delivery**

MOVE A FARMER

Moving farmers around the windmill allows you to collect food tokens and donkey cart cards. Select any one of your farmers and move it clockwise. The number of spaces you move your farmer is determined by the number of farmers on the windmill blade you are moving from. If you are the only farmer on a blade when you choose to move, you will move exactly 1 space clockwise. If there are 2 other farmers on the blade with you when you choose to move, you will move exactly 3 spaces clockwise.

COLLECTING FOOD TOKENS


After moving your farmer, look at the resource illustrated on the windmill blade you moved to. Take 1 of that food token type from the supply for every farmer on the blade you moved to (including your own farmer). Place this food token in your play area.

Example: **Green** decides to move their farmer from this windmill blade. There are **4 farmers** on the blade (theirs and 3 others), so they will move their farmer exactly 4 spaces clockwise.

This movement ends on this windmill blade. This blade features an almond and now has 3 farmers on it (the two who were there before **Green** moved plus the farmer they just moved), so **Green** will take 3 almonds from the supply and place them in their play area. This ends their turn.



COLLECTING DONKEY CART CARDS

When a player moves their farmer past one of the two arrows on the windmill featuring the donkey icon () , that player takes one donkey cart card from near the windmill and places it in their play area. This donkey cart card is collected in addition to any resources the player is supposed to take as a result of moving.

Note: In the rare case a player's farmer crosses both donkey icons in one movement, they will take a second donkey cart.

Example: **Blue** is the only farmer on a blade when they decide to move, so they move 1 space clockwise to a blade that features a fig illustration and has 1 other farmer on it. By moving, **Blue** passes the donkey icon on the windmill. **Blue** takes 1 donkey cart card from near the windmill and 2 figs (1 for each of the farmers on the blade at the end of their movement) and places all of these pieces in their play area.



The same process applies to running out of donkey cart cards. If a player needs to take more cards than there are available in the stack, all players return all their donkey cart cards to the stack before the player takes the number they were supposed to.

Example: Because **Blue** crossed a donkey icon during their movement, they are supposed to take 1 donkey cart card from near the windmill. However, there are no donkey carts for **Blue** to take. All players (including **Blue**) must return all donkey carts from their play areas to the supply near the windmill. **Blue** then takes the donkey cart they are supposed to.

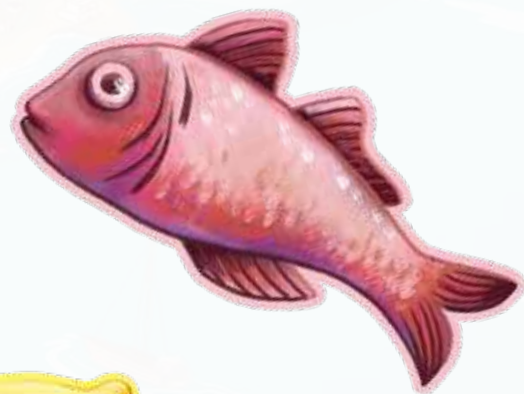
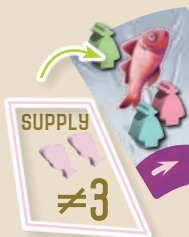


RUNNING OUT OF FOOD OR DONKEY CARTS

If a player ever needs to take more of a specific type of food token than there are available, all players must return all food tokens of this type from their play area to the supply. This includes the player who is taking food.

The player taking food then takes the appropriate number from the supply. Note that this may cause the player to have less food tokens than they started their turn with!

Example: **Green** is supposed to take 3 fish from the supply, but there are only 2 fish remaining. ALL players (including **Green**) must return all the fish they have in their play area to the supply. Now **Green** takes the 3 fish they are supposed to take from the supply and places them in their play area.



MAKE A DELIVERY

Earn victory points by using your donkey carts to deliver the foods you've collected to the communities requesting them.

Each community's current request is shown on the face-up request tile in their region of the board.

Examples of Request Tiles:



On your turn, you may make a delivery to one or more communities. However, the maximum number of food tokens you can deliver in a single turn is 6. Follow these steps to make a delivery:

1. Return one of your donkey carts to the stack near the windmill.
2. Place the foods requested by the community on the community's request tile. **You must place the exact number and types of resources requested -- no more and no less.**

If you are delivering to multiple communities, place the requested foods for all of them during this step.

3. After you have placed all of the food tokens you'd like to deliver on the request tile(s), return the tokens used to

the supply. Take the request tile(s) you just satisfied and place it in your play area. The number of victory points you will earn for making this delivery is equal to the number of resources shown on the request tile (also the number printed at the top of the tile).

4. Turn over the top-most tile on the request tile stack(s) that you just collected your tile(s) from. This will reveal the next request in the region(s).

Example: The active player returns one of their donkey carts to the stack near the windmill and places the following resources on these community request tiles: 1 fig to Petra, 1 fish to Manacor, and 4 lemons to Artá. They return them to the supply, take the 3 request tiles that they just satisfied, and place them in their play area. Note: even though they are delivering to 3 communities, the active player only needs to use one donkey cart to do so.



Finally, they turn over the top-most tile in each of these stacks to reveal the new requests.

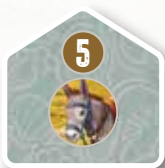
EARNING FINCAS

When a player takes the last request tile from a community, a finca (estate), in this community is awarded to the player who has delivered the most of the resource shown on this community's finca tile. Players use the request tiles in their play area to see a record of the resources they've delivered.

Example: **Green** fulfills the last request for the Petra community, so Petra's finca tile must be awarded immediately. Petra's finca tile shows fish. All players count the number of fish shown on the request tiles in their play area to see who has delivered the most so far. **Green** has 4 fish, **Yellow** has 1 fish, and **Pink** has 6 fish. Because **Pink** has the most fish, they take Petra's finca tile and place it face-up in their play area. They then place a wooden finca token in the Petra community to represent their new ranch!



Some finca tiles feature 2 different foods. These are awarded to the player who has delivered the most of these foods combined.



Additionally, one finca tile shows a donkey symbol. This finca tile is awarded to the player who has delivered the most foods total. Players can combine the values of all of the request tiles in their play area to quickly determine who has delivered the most.

When determining who earns a finca tile, if there is ever a tie between players for most foods delivered, no player collects the finca tile. Discard the finca tile to the box, then place one wooden finca token from the supply on the community's estate illustration.

Example: The finca tile in Artá shows oranges and grapes. To determine who is awarded it, players count the number of oranges featured on the request tiles in their play area and add that number to the number of grapes featured on the request tiles in their play area. **Yellow** has 1 orange and 3 grapes (4 total), **Green** has 0 oranges and 3 grapes (3 total), and **Blue** has 2 oranges and 2 grapes (4 total). Since **Yellow** and **Blue** tied, neither player wins the finca tile. Discard the finca tile to the box and place a wooden finca token on Artá's estate illustration.



IMPORTANT: Placing the final wooden finca token on the board ends the game.



GAME END

The victory points you have earned during the game are shown at the top of the request tiles and finca tiles in your play area. Add all of your victory points together to determine your final score. The player with the most victory points wins!

In the case of a tie, the player with the most food tokens in their play area wins. If there is still a tie, the tied players share the victory.

Note: If the last turn of the game involves assigning more finca tiles than there are wooden finca tokens remaining, award the finca tiles as normal even though no more finca tokens can be placed on the board.

Example: Pink has the following tiles in their play area:



ADVANCED GAME - MINI EXPANSIONS

After you've mastered the base game, we recommend adding one or more of the Advanced Game Mini Expansions: Bonus Tiles and Action Tiles.

BONUS TILES

During setup, place the 5 bonus tiles face-up in ascending order in a stack beside the game board. The 3 should be on the bottom and the 7 should be on top.

During the game, the first player to collect 6 request tiles with values 1 to 6 immediately takes a bonus tile from the top of the stack (with the value 7). The next player to do this takes the next tile (with the value 6), and so on until all 5 bonus tiles are taken. A player may take another bonus tile if they collect a second set.

These bonus tiles count as points when calculating endgame scoring. Score the value that is in the middle of the tile.



Example: Blue has collected 6 request tiles with the numbers 1-6 which makes a complete set. They immediately take the top bonus tile, which in this example, is worth 7 points.

Note: stack your 6 request tiles on top of the bonus tile to help you remember that you need a new set of 1-6 request tiles to collect your next bonus tile.

ACTION TILES

During setup, each player takes the 4 action tiles in their player color and places them in their play area.

During the game, players may use one of their available action tiles on their turn to do a bonus action in addition to their normal action. Once a player uses an action tile, they discard it to the box.

Action tiles give the following bonus actions:



Double Move: After moving your farmer and collecting food tokens and/or donkey carts, immediately take another Move the Farmer action. This can be either the same farmer you just moved or another one of your farmers. Move and collect resources as normal.



Gust of Wind: Place one of your farmers on any windmill blade and collect food tokens as if you had moved there. You may not take a donkey cart if you use this action tile because you have not physically moved past one of the donkey icons on the windmill board.



Large Donkey Cart: Use this action tile instead of one of your donkey cart cards to deliver up to 10 foods on your turn instead of the normal limit of 6. Do not return one of your carts to the stack near the windmill for making this delivery.



Resource Discount: For the entirety of this turn, deliveries cost 1 less resource. For example, you could collect a request tile featuring 3 lemons by delivering 2 lemons and/or collect a request tile featuring a lemon and a fish by delivering only a lemon or only a fish. You cannot use this to complete a request tile with just 1 food on it. You may take request tiles totaling 7 points since you are only delivering 6 Resources. You must discard 1 donkey cart card to the stack near the windmill as normal when using this action tile.

Note: a player may use only 1 action tile in a turn!