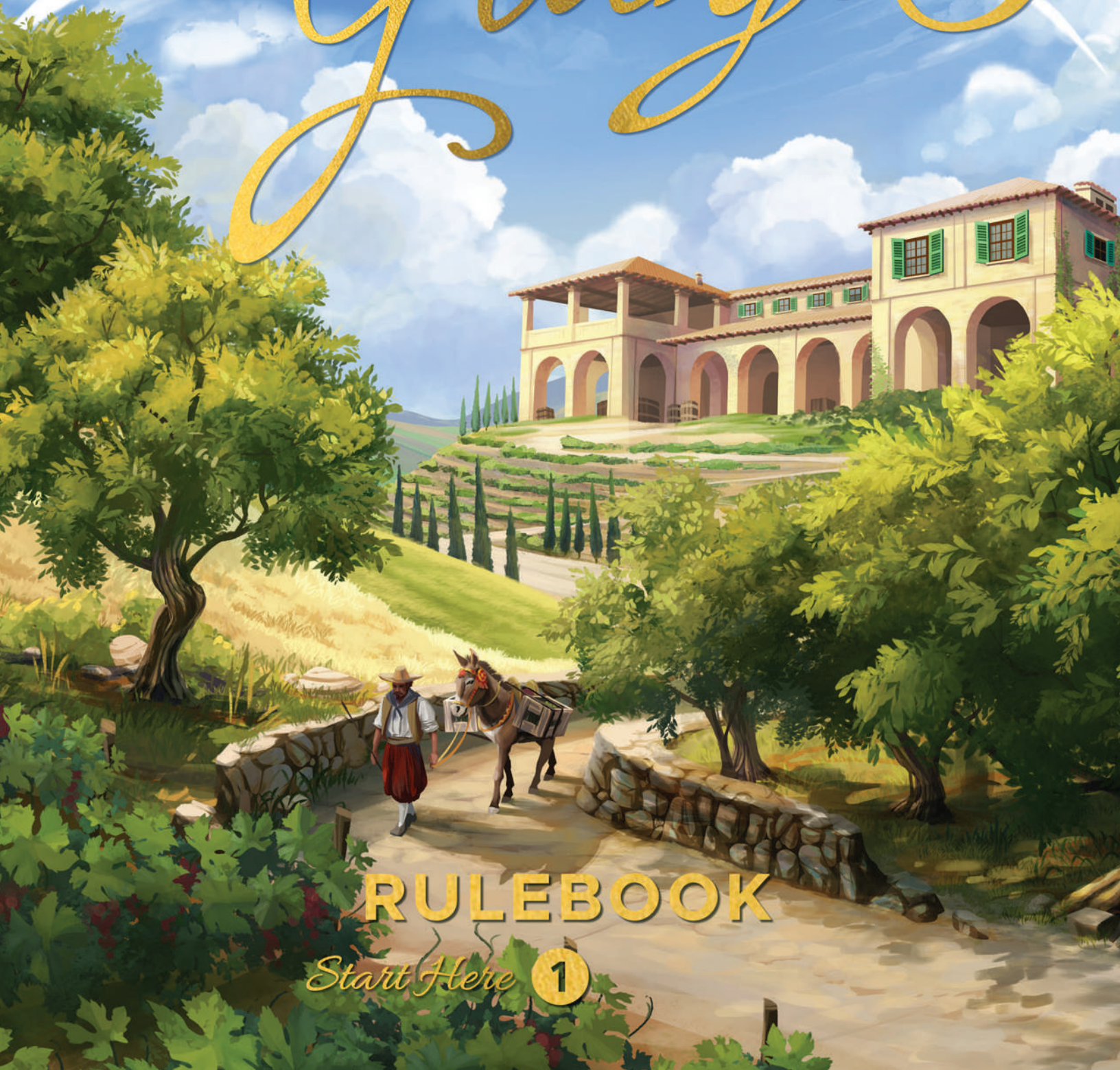


DELUXE MASTER SET

La Granja



RULEBOOK

Start Here

1

In La Granja, 1-4 players control small farms by the Alpich pond near the village of Esporles on the island Mallorca.

During the course of the game, players try to steadily expand their farms into the mighty country estate La Granja. They also seek to deliver goods to the village. Here, speed means everything.

La Granja is a fascinating game that requires careful planning. Successful players must learn to cope with the imponderability of the dice and cards that are available to them.

COMPONENT LIST

Each copy of *La Granja Deluxe Master Set* contains:

- 1 double-sided game board
- 4 player boards
- 66 farm cards (numbered 1 to 66)
- 9 revenue dice
- 100 player markers (25 in each of 4 player colors)
- 4 siesta markers (1 in each of 4 player colors)
- 16 donkey tiles (4 per player)
- 42 silver “coins” (values 1 and 3)
- 54 victory point markers (values 1, 5, 20, 50)
- 4 turn order markers (numbered 1 to 4)
- 24 roof tiles
- 24 craft markers
- 3 building order markers (numbered 1 to 3)
- 10 exhaustion markers
- 4 player aids
- 4 market overlay tiles

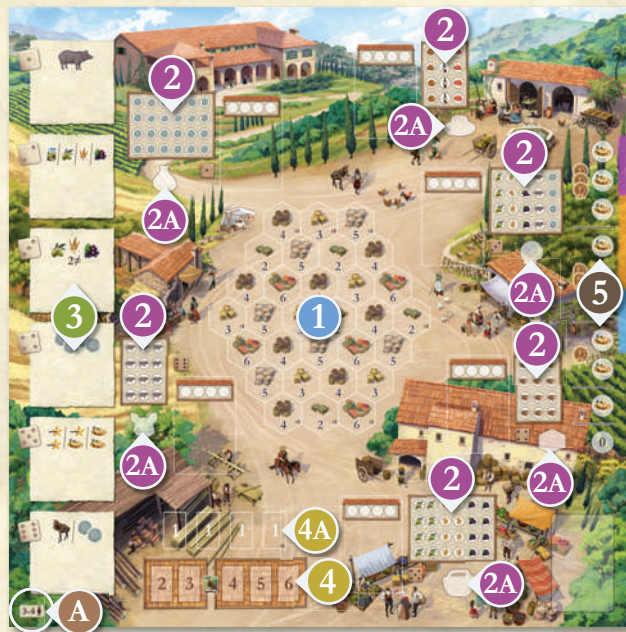
Apart from the components above, additional components are used by the solo automa as well as by other modules. All modules and module-specific components are listed separately in the Module Book.

If this is your first time playing *La Granja*, it is strongly recommended that you play the game using just the base game rules and components.



COMPONENT OVERVIEW

1 DOUBLE-SIDED GAME BOARD



3- and 4-player side of the board **A**

The center of *La Granja's* game board depicts the marketplace of the village Esporles **1**. It consists of hexagonal market spaces. Each space has a number value between 2 and 6. The 3-4 player side features spaces marked with **4**, which may not be entered in a 3-player game.

There are 6 craft buildings located along the outer edge of the market **2**. There are a number of different symbol rows (one per player) assigned to each craft building. Resources shown by symbols in the rows have to be delivered to the craft buildings in question by players during the game. Next to each craft building, there is a space for player markers (placed after stocking the building in full), as well as space for a Building card (ignore it unless playing with the Bustling Town module). Below the craft buildings, there are also spaces for matching craft markers **2A**.



A craft building in detail (3-4 player board): ownership marker area (and a building card area, if playing with the Bustling Town module) **A**, 4 rows of deliverable goods **B**, corresponding craft markers holding area **C** and the building number **D**.

6 revenue spaces (with dice numbers from 1 to 6) are located to the left side of the board **3**.

In the bottom part of the board, there are the spaces for roof tiles for game rounds 2 to 6 **4**, together with 4 spaces for the roof makers that are available in the current round **4A**.

Finally, on the right side of the game board there is the siesta track **5** divided into 5 sections, with a number of victory points printed on the left of some of them. The players' positions on this track will influence player order during the course of the game. On the right side of the siesta track there are 3 color markings. Ignore them unless playing with the Donkey Song module.

PLAYER BOARDS



Each player has one player board which represents their farm. At their farm there are 6 spaces for acquired craft markers ①, several dens (for harvest goods and upgraded goods) ② together with the price for upgrading ③A, buying ③B or selling ③C specific resources, a central space for trade commodities ④, a pig stall with 2 stables ⑤, a table for farm goods and the costs for farm extensions (increasing in cost per extension) ⑥, a farmhouse with 5 spaces for purchased roof tiles ⑦, a space for played donkey tiles ⑧ and space for each of the 2 revenue dice ⑨ the player will choose each round.

Attention: While the space for trade commodities, the dens for harvest goods and for upgraded goods may theoretically hold any number of player markers, the pig stall has only room for a maximum of 2 pigs (therefore there are 2 octagonal spaces, or stables).

Farm cards may be placed at the appropriate spots on the 4 sides of the farm; their usage varies according to their location on the farm (around the player board: ①, ②, ③, ④). At most 3 cards may be placed at the top and bottom of the farm – one card in each notch. Cards placed to the left and right are partially tucked underneath cards that have already been played so that only the appropriate side of the card is showing. There is no limit to the number of cards in these 2 locations.

FARM CARDS

During the game, players draw farm cards into their hands and then play them by tucking them under one of the 4 sides of their player boards.

After a card is played only the side chosen by the player is considered active and able to influence the game.

The information on the other 3 sides of the card is irrelevant for the rest of the game.



- A** A card played to the left of the farm is a field. A specific harvest good grows on a field – either olives, grain, or grapes.
- B** A card played to one of the 3 notches at the top of the farm is a market barrow.



- C** A card played to the right of the farm is a farm extension.
- D** A card played to one of the 3 notches at the bottom of the farm is a helper with special abilities.

REVENUE DICE

There are nine white revenue dice in the game. Depending on the number of players, a certain number of dice are used and assigned to the revenue spaces of the game board. Please note that the game comes with additional dice of different colors which are used by specific modules.



SILVER COINS

Silver is the currency in *La Granja*. The game contains coins with a value of 1 and 3. A player may change 3 value 1 coins against a single value 3 coin from the supply (or vice versa) at any time during the game. If any component mentions “X silver” it means coins of a total value of X.



VICTORY POINT MARKERS

Any time you earn victory points, immediately take that number of victory point markers from the general supply. There are markers with value 1, 5, 20, and 50 victory points. Like silver coins, victory points can be exchanged at any time (e.g., taking a single marker of value 3 for 3 markers of value 1). If any components mention “1 victory point”, it means 1 victory point marker of value 1.



CRAFT MARKERS

Each craft building in the village has its own specific craft marker. Each player may get 1 marker from each craft building. The front side of each marker depicts a one-time, instant ability gained just after receiving it. Once a craft marker is flipped, its passive ability becomes available and the player may use it throughout the rest of the game.



ROOF TILES

Each player may purchase 1 roof tile **A** per round. A roof tile provides its owner a one-time bonus. Starting with the second roof tile acquired, players earn victory points as shown on the player board immediately upon purchase. Roof tiles with a symbol — are broken **B**, and are used only when playing with their corresponding module.



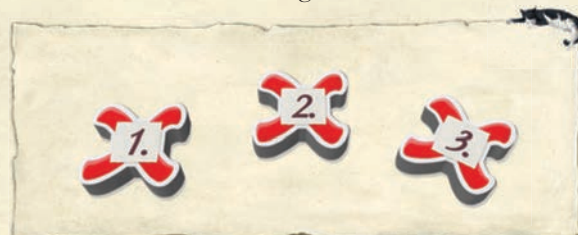
DONKEY TILES

Each player has an identical set of 4 donkey tiles. Players select a donkey tile each round. Each marker shows the number of deliveries (depicted by donkeys **A**) and sometimes a number of steps a player advances on the siesta track on the game board (depicted by hats **B**). Donkey tiles of different colors, as well as a donkey tile with 4 hats, are only used when playing with specific modules.



BUILDING ORDER MARKERS

La Granja contains 3 building order markers (numbered 1, 2, and 3). They are placed on 3 of the 6 craft buildings in the village at the start of the game and initially bar access to these craft buildings.



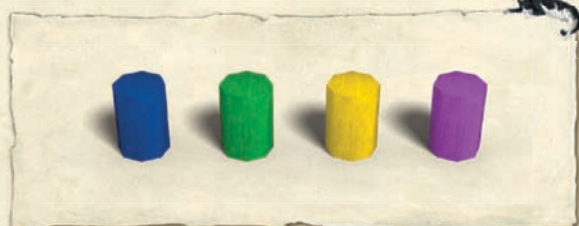
TURN ORDER MARKERS

These markers, numbered from 1 to 4, record the player order.



PLAYER MARKERS

Each player receives 25 player markers in their color. These markers represent various items a player owns or have used depending on where they are located on the farm or the game board.



Example:

If a player marker is on the trade commodity space, it is a trade commodity; if it is on an olive field, it is an olive; if it is on the village market, it is a market stand, etc.



*This marker **A** indicates that the player has 1 olive.*

The 25 markers are the maximum a player can have! If a player has all 25 markers in use (this will only happen very rarely), they may first remove any 1 player marker from their farm or the marketplace to use as part of their current action.

SIESTA MARKERS

These markers are first placed on the “0” space of the siesta track of the game board. Siesta markers may be advanced during a game round.



EXHAUSTION MARKERS

There are multiple abilities in the game that may be used only once per round. Whenever a player wants to mark it, they can place an exhaustion marker on the card that provides the ability. All exhaustion markers should be returned to the general supply at the end of the round.



PLAYER AID SHEETS

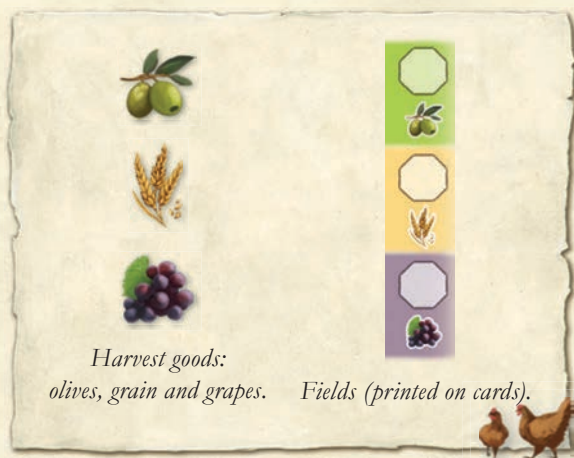
The player aid sheets summarize the sequence of a game round and list ways players may obtain victory points.



EXPLANATION OF TERMS

The following terms have a special meaning in *La Granja*:

- **Harvest goods:** There are 3 kinds of harvest goods: olives, grain, and grapes. They grow on fields, may be put into dens and may be upgraded. All harvest goods received by a player that were not grown on that player's fields have to be placed in the appropriate dens.



- **Resources:** Olives, grain, grapes, and pigs are the resources in the game. They may be bought, sold, or upgraded.



- **Upgraded (upgraded goods):** During the game, Resources may be upgraded into upgraded goods. Grapes are upgraded to wine, pigs to cured meat, and olives and grain are upgraded to food. An upgrade may cost silver or be performed for free as a result of some game effects.

Upgraded good symbol. Perform an upgrade symbol.



- **Revenue:** Players get revenue via dice. Revenue may be 1 or more resources, silver, a delivery, 1 or 2 free upgrades, a number of steps on the siesta track, and the drawing or playing of a card. Additional revenue effects are introduced by modules.



Revenue spaces, as printed on the side of the board.

- **Trade commodity:** Trade commodities may be exchanged for certain goods and actions:



Trade commodities may be exchanged for: 4 silver, or 2 different harvest goods, or the possibility of playing or drawing 1 farm card, or 1 pig, or 2 free upgrades.

- **Farm:** The player board and all attached farm cards represent their farm.
- **Farm goods:** A term that includes the following:
- 🐷 silver
 - 🐷 victory points
 - 🐷 resources (pigs and harvest goods: olive, grain, grape)
 - 🐷 upgraded goods (food, wine, cured meat)



At the top right corner of a player's farm there is an overview of costs of farm extensions and all available farm goods.

- **Delivery:** A donkey symbol represents 1 delivery. A delivery is defined as moving 1 good from a field or den (and sometimes a card) to either a craft building in the village or to a market barrow on the player's farm. Modules introduce other game elements that deliveries may be made to.



AIM OF THE GAME

Over the course of 6 game rounds, players will expand their farms and deliver goods to the village of Esporles, earning victory points.

Players have 2 options to earn victory points in the village:

- As soon as a player has fully supplied a craft building, they earn victory points and a craft marker which grants an immediate bonus, as well as an ability available for the remainder of the game.
- When a player has fully supplied a market barrow on their farm (i.e. a farm card at the top of their farm), that player receives victory points and a trade commodity.

It is important to observe the actions of other players, to manipulate turn order, and to adjust for the vagaries of the dice and the cards during the course of the game. The player who has earned the most victory points by the end of the game is the winner and earns the title of La Granja for their estate!

SETUP STEPS

1. Place the game board in the center of the table. When playing with 2 players, flip the board to the solo and 2-player side. Otherwise, flip it to the 3 and 4-player side **1**.
2. Each player receives a player board, 25 player markers of 1 color **2A**, 1 set of donkey tiles **2B** (4 markers; with 1, 2, 3, and 4 donkey symbols), 1 victory point, and 1 silver **2C**.
3. Each player puts 1 of their player markers on the trade commodity space of their farm **3**. The rest of the player components are their supply.
4. One player shuffles all farm cards and deals each player 4 cards **4**. A player may look at their own hand of cards, but should keep it secret from their opponents.
5. The rest of the farm cards are placed face down next to the main board, forming the draw deck **5**.
6. One player sorts all roof tiles using the round numbers on their backs, and prepares 6 stacks - 1 for each round of the game **6**.
7. Place a number of roof tiles equal to the number of players on each roof space from 2 to 6.
8. A number of round 1 roof tiles equal to the number of players is flipped face up and placed in a row above the roof tile stacks **8**.
9. All roof tiles that were not placed on the main board are returned to the game box.
10. The players put 1 craft marker per player on the respective craft buildings plus 1 victory point each (regardless of the number of players) on the player ownership marker areas next to the buildings **10**.
11. Now one player rolls a die. The number rolled determines where the building order marker 1 is placed. Afterwards the die is rolled 2 more times. The numbers rolled determine which buildings are occupied by building order markers 2 and 3. If a building already has a marker, the die is rolled again until a building without a marker has been determined. It is best to put the markers in the center of the symbol rows. In addition, 1 victory point is put next to the 3 building order markers. **11**

Attention: The moment the draw deck is empty, all discarded cards are shuffled to form a new draw deck.



12. Randomly determine the start player and give them the turn order marker with the number 1. In clockwise order the other players get turn order markers with ascending numbers 12. If there are fewer than 4 players, the markers which are not used are put back into the game box.

13. Prepare a number of white revenue dice 13 based on the number of players:

4 players	9 dice
3 players	7 dice
2 players	5 dice

14. According to their turn order, each player places 1 of their player markers on the central market spaces of the game board (with the numbers 2, 3, 4, 5). The first player places their marker on the market space with the lowest number, the other players follow in ascending order 14. In a 3-player game spaces 2, 3, 4; in a 2-player game spaces 2 and 3 are occupied.

15. In reversed turn order each player puts their siesta marker on the space at the bottom of the siesta track. The marker of the start player should be on the top 15.

16. Victory points, silver, and exhaustion markers are placed next to the main board and form the general supply 16.

Attention: In 3-player games some of the outer market spaces may not be entered. These spaces have a 4 in their center.



No access in 3-player games A.



SEQUENCE OF PLAY

La Granja is played over 6 game rounds. A game round consists of these 4 phases:

- I Farm Phase (page 14)
- II Revenue Phase (page 18)
- III Transportation Phase (page 19)
- IV Scoring Phase (page 25)

Note: *La Granja* does not contain a game round marker. However, you can track rounds by looking at the roof tile stacks on the board to easily determine the current game round.

ANYTIME ACTIONS

La Granja is a very flexible game – most of the time the active player may perform various actions in the order of their choosing. This is especially important for certain actions that may be conducted anytime during the game independent of the phase of a game round. These actions include returning trade commodities, buying and selling resources, and upgrading resources.

USING TRADE COMMODITIES

From time to time during the game a player receives trade commodities (most of the time via fully supplied market barrows). Each trade commodity is represented by a player marker on the central space of the farm.



The player owns 1 trade commodity.

A player may return a trade commodity to the supply to conduct 1 of the following actions:

- **Take 4 silver:** The player takes 4 silver from the general supply.
- **Take 2 different harvest goods:** The player takes 2 different harvest goods and places 2 of their player markers on the corresponding dens of their farm.
- **Draw 1 card or play 1 card:** The player either tucks 1 of their cards from their hand under their farm (paying farm extension costs) or they draw the top card from the draw deck into their hand.
- **Take 1 pig:** The player takes 1 pig and places 1 of their player markers on a stable (pig stall space).
- **Upgrade 2 resources free of charge:** The player may upgrade any 2 of their resources free of charge and transfer them from their dens, fields or stables into the respective dens for upgraded goods. To do so, they move a marker from a den, field or a stable in the direction of the arrow into the corresponding den of the upgraded good. The costs shown on the arrow are not paid. Alternatively, the player may transport goods to 1 of the craft buildings of the village in the Transportation Phase (see page 19).



BUYING AND SELLING OF RESOURCES



When a player buys resources, they place 1 of their player markers per purchased resource in the respective den or stable.



Purchasing olives or grain costs 3 silver each (A). Selling these 2 resources would earn the player 1 silver per resource sold (B).

When a player sells resources, they remove the respective player markers from their dens or stables. Harvest goods cannot be sold from fields!

Attention: Upgraded goods may not be directly bought or sold. A player may acquire an upgraded good indirectly by first purchasing the resource at buying price, and then spending silver to upgrade it.



UPGRADING RESOURCES



A player may upgrade harvest goods and pigs – henceforth they are upgraded goods. To do so, the player marker is moved from its resource space to the appropriate upgraded good space.



Upgrading the grape from the field (A) or from the den (B) into wine costs 3 silver each. The corresponding player marker is moved to the wine den (C).

The costs for upgrades are listed on the farm between the dens and fields of the harvest goods and the pig stall stables, and the dens for upgraded goods.



HARVEST GOODS ON FIELDS



Harvest goods are never moved between a field and a den. They stay on the fields until one of the following occurs:

- They are upgraded.
- They are used as payment for the costs of a farm extension (see next page)
- They are delivered (see page 20)

GAME PHASES

Every round is played following 4 phases explained in detail below.

I FARM PHASE

The Farm Phase consists of 4 steps. One step is always conducted completely by all players before the next step is started. After players become comfortable with the game, the first 3 steps may be conducted simultaneously. Otherwise, the Farm Phase is played in turn order.

1. PLAY A FARM CARD AND DRAW NEW CARD(S)



Each player may play 1 card and draw 1 or more new cards at the end of this step.

Exception: In the first game round all players play 2 cards!

Players should place their cards on their farm according to how they wish to use them:

- A card placed on the left side of the farm becomes a field. A harvest good will be produced on an empty field – either olives, grain, or grapes (*see step 3 of the Farm Phase*). Tuck a card played as a field underneath the left side of the player's farm board so that only the left side of the card is displayed. A player may have any number of fields. A field always enters the game empty (i.e. without a harvest good)!

- A card placed in 1 of the 3 slots on the top of the farm becomes a market barrow. Tuck the card underneath the top of the player's farm board so only the information at the top of the card remains visible. Specific goods are displayed by their corresponding symbols. These goods must be delivered to the barrow by the player. When the market barrow has been fully supplied, it is sent to the village market and earns the player 1 trade commodity and a number of victory points, as printed directly under the symbols (*see page 5*).
- A card placed on the right side of the farm becomes a farm extension. Tuck a card played as a farm extension under the right side of the player's farm board so that only the right side of the card is displayed. A farm extension offers various benefits, such as extra silver income, a larger hand size or more space to keep pigs.
- A card placed in 1 of the 3 slots at the bottom of the farm becomes a special helper that allows the player to use their special ability. Tuck the card underneath the bottom of the player's farm board so only the information in the bottom-center part of the card remains visible. The helpers and their functions are listed in detail in the glossary.

Playing a card as a market barrow, helper, or field is always free. There is no limit to the number of fields and farm extensions a player may have. If a player already has 3 market barrows (or 3 helpers) on their farm, and would like to play another one, they must discard a corresponding card from their farm to make room for the new market barrow or helper.

Playing a card as a farm extension requires payment. Farm extensions are paid for with farm goods. Each farm extension card played on the farm costs 1 more unique farm good than the previous one. The cost of the first farm extension is 1 farm good, the second is 2 different farm goods, the third is 3 unique goods, etc.

Note: While the first farm extension card may be paid for with any single farm good, the second and subsequent extensions require unique farm goods as payment.

Players can find an overview of the farm goods and farm extension costs in the top right corner of their farm.



Farm extension costs, and an overview of all farm goods.

At the end of this step each player draws cards until their hand limit is reached. Each player starts the game with a hand limit of 3 cards. This limit is printed on each player board.

Each farm extension a player owns (as well as some helpers) increase the hand limit.



*This player has a hand limit of 4 cards **A**.*

Attention: The hand limit is only in effect at this specific moment. During the rest of the round a player may have more cards in their hand than their hand limit allows. If a player must discard surplus cards, they may choose which cards to discard in order to go back to their hand limit.

2. TAKE INCOME



Each player takes their income from the supply.

At the start of the game no player has any regular income. Some craft markers and farm extensions produce income for a player. Income may be silver, harvest goods, pigs, or trade commodities.



*This player has an income of 4 silver **A** and 1 trade commodity **B**. The player places the silver into their supply next to the farm and 1 player marker as a trade commodity onto the central area for trade commodities at their farm.*

3. GROWTH ON FIELDS AND PIG OFFSPRING



Each player receives new harvest goods on fields and offspring for their pigs.

1 harvest good is placed on each empty field. To mark this, each player takes their markers from the supply and places them on empty field spaces on their farm.



New harvest goods appear on these 2 empty fields **A**.

If a player has at least 2 pigs, they receive 1 pig as offspring.

Note: To receive this additional pig, a player must have the necessary space in their stable. If a player does not have the necessary space, they do not receive pig offspring (a player may not sell the newborn pig immediately). The farm has space for 2 pigs. Some farm extensions provide more space for pigs. Even with several pigs a player only receives 1 pig as offspring.



Green receives 1 pig **A** as offspring.

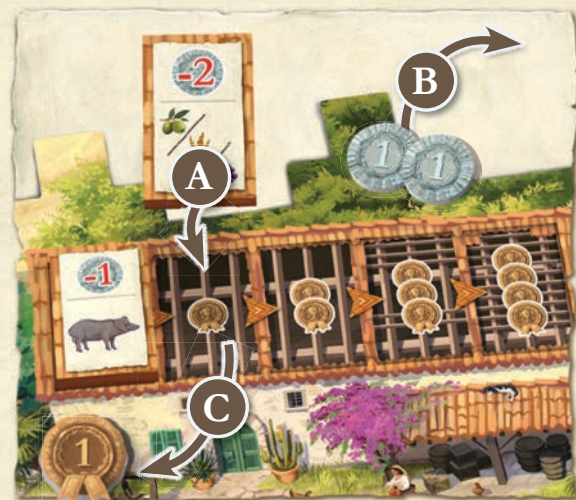
4. PURCHASE ROOF TILES



Each player may purchase 1 roof tile from the current round in turn order.

Attention: In the first round, players purchase roof tiles in reverse turn order!

Each roof tile has a printed cost in silver. The price corresponds to the current round, starting at 1 silver in round 1 and increasing to 6 silver by the sixth and final round of the game. A purchased roof tile is placed on the leftmost empty roof space on the player's farm. When a player covers up a roof space with victory points printed on it, they immediately receive those victory points.



The player purchases a roof tile in round 2 **A**.
They pay 2 silver **B** and receive 1 victory point **C**.

ROOF TILE FUNCTIONS

Each roof tile provides a special one-time benefit, which may be used at the player's discretion during one of their turns. If a roof tile lists phase numbers, it may be used only during the phases listed. Otherwise, it may be used anytime. After a roof tile has been used it is turned face down.

Note: Each player may buy up to 1 roof tile per round. Since a farm only has 5 roof tile spaces, a player may buy a maximum of 5 roof tiles throughout the game. A purchased roof tile may not be discarded.



► Take 1 olive/grape
The player takes 1 olive/grape and places their player marker in the corresponding den on their farm.



► Take 4/3/2 silver
The player takes 4/3/2 silver.



► Take 1 grain or 1 olive
The player takes 1 grain or 1 olive and places their player marker in the corresponding den on their farm.



► Take any harvest good
The player takes any harvest good (olive, grain, grape) and places their player marker in the corresponding den on their farm.



► Take 2 different harvest goods
The player takes 2 different harvest goods and places 2 of their player markers in the corresponding dens on their farm.



► Take 1 pig
The player takes 1 pig and places their player marker in one of their pig dens. If the player has no empty space for the pig, the pig must be sold immediately.



► Upgrade 1/2 resources free of charge
The player may upgrade 1 or any 2 of their resources free of charge and move them from its field or den to the corresponding den for upgraded goods.



► Carry out 1 delivery
The player may carry out 1 delivery (see page 20).



► Carry out 1 purchased delivery
The player may carry out 1 purchased delivery (see page 20).



► Play 1 card or draw 1 card
The player plays 1 card from their hand to their farm (paying possible farm extensions cost) or draws the top card from the draw deck into their hand.



► Receive 1 victory point
The player receives 1 victory point from the supply.



► Flip over 1 roof tile
The player flips a used roof tile so it is face up, making it available to be used a second time.



► Advance 1 or 2 steps on the siesta track
The player may advance 1 or 2 steps on the siesta track (see page 19).



► Receive 1 upgraded good.
The player receives 1 upgraded good, placing their marker in the upgraded good den of their choice.



► Modify a revenue die
The player may change the value of the revenue die they take by 1 or 2 (according to the roof tile), to a maximum of 6.



► Receive income
The player receives the income from their farm (see page 15).



► Place a marker on the market
The player places one of their markers on any unoccupied space of the market, but earns no victory points.

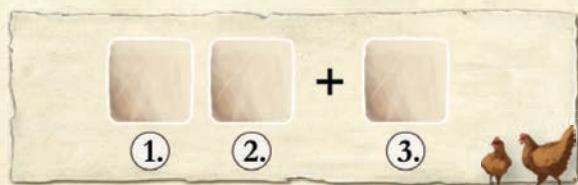


► Double victory points
Receive double the amount of victory points when placing a roof tile. This tile may be used when it is placed or when a subsequent roof tile is placed on the farm.

II REVENUE PHASE

During this phase, players perform most of their actions in a round.

TAKE REVENUE DICE



The start player takes all revenue dice, rolls them, and places them to the left of the corresponding revenue spaces.



Then, in turn order, each player takes a die and places it on the left die space of their farm, and performs the action depicted on the appropriate revenue space. When each player has done so, each player, in turn order, takes a second die, places it on the right die space of their farm and performs their second action.



A single die should be left next to a revenue space. All players now resolve the action of that die in turn order.

THE REVENUE SPACES



Take 1 pig.

The player takes 1 pig and places their marker on a pig stall stable space. If a player does not have an empty pig stall stable space, the pig must be sold immediately.



Play a card, draw a card, or take a harvest good.

The player may choose between the following options:

- ☛ The player tucks 1 of their cards from hand under their farm (paying extension costs, if necessary), or draws the top card from the draw deck and adds it to their hand.
- ☛ The player takes any 1 harvest good (olive, grain, grape) and places their marker on the respective den on their farm.



Take 2 different harvest goods.

The player takes 2 different harvest goods and places their markers on the respective dens on the farm.



Take 4 silver.

The player takes 4 silver from the general supply.



Upgrade 2 resources free of charge, or upgrade 1 resource free of charge and advance 1 step on the siesta track, or advance 2 steps on the siesta track.

The player may choose between the following options:

- ☛ Upgrade any 2 of their resources free of charge and move them from their respective fields or dens to their new dens for upgraded goods.
- ☛ Upgrade any 1 resource free of charge and move it from its respective field or den to its den for upgraded goods. In addition the player may advance 1 step on the siesta track.
- ☛ Advance 2 steps on the siesta track.



Carry out 1 delivery or take 2 silver.

The player either carries out 1 delivery or takes 2 silver from the general supply.

III TRANSPORTATION PHASE

The Transportation Phase consists of 4 steps. Players may resolve the first step simultaneously. The remaining steps should always be resolved in turn order. Each step must be fully completed before the next step is started.

1. CHOOSE A DONKEY TILE



Each player secretly chooses 1 of their available donkey tiles and places it face down on the table. In the first round, the players have all of their donkey tiles available. In the second round, the previously chosen donkey tile is unavailable. In the third turn the donkey tiles selected during the first and second round are unavailable to players.

At the start of the Transportation Phase of the fourth round, all donkey tiles are returned to their owners, allowing players to once again choose from all their donkey tiles. Afterwards, during the fifth and sixth game rounds, players use their donkey tiles the same way as during the first 3 rounds of the game.

Note: Some modules add new types of donkey tiles, often with their own special rules. Even if players have other donkey tiles available, they still regain all used regular donkey tiles during the fourth round of the game.

Once all players have chosen a donkey tile, all players reveal their chosen tiles simultaneously.

2. ADVANCE ON THE SIESTA TRACK



In turn order, players advance on the siesta track according to their chosen donkey tiles (0, 1, 2, or 3 steps). A player may not advance beyond the topmost space of the siesta track. If a player ends in a space occupied by another player, their siesta marker is stacked on top of any markers already there.

Note: One of the craft markers increases the number of steps a player moves on the siesta track (see page 21).



The player may advance 2 steps on the siesta track.

Once all players have resolved their siesta track movements, the new turn order is determined; the player who has advanced furthest on the siesta track is the new start player and takes the turn order marker with the number 1. The player who is second receives the turn order marker 2, etc. If 2 or more players occupy the same space on the siesta track, the player whose siesta marker is on top gets the turn marker with the lower number. The new turn order takes effect immediately. **Make sure to leave the siesta markers where they are for now!**



3. CARRY OUT FREE DELIVERIES



Players now carry out their deliveries using the new turn order. **Each donkey symbol on a donkey tile represents exactly 1 delivery.** The number of donkey symbols on a tile is the maximum number of free deliveries a player may carry out.

Note: One of the craft markers increases the number of deliveries a player may make (see page 21). Also, some modules introduce more ways of gaining free deliveries.

Each player will carry out all of their free deliveries before the next player makes their first delivery. A delivery is defined as moving 1 farm good from a field or den (and sometimes a card) to either a craft building in the village or to a market barrow. A player continues making deliveries until they have used as many of their free deliveries as desired.

Note: Some modules introduce more ways for making deliveries and places resources can be delivered to. Unless such a move is specifically defined as not a delivery, it is considered to be a delivery.

When a player has carried out all their deliveries, their donkey tile is placed face down in the used donkey tile space in the top left corner of their player board. This tile is no longer available until the donkey markers reset at the start of the Transportation Phase of round 4 (see page 19).



DELIVERIES TO CRAFT BUILDINGS IN THE VILLAGE

Each player may carry out deliveries to all 6 craft buildings. However, at the start of the game, 3 of the 6 buildings are blocked, as denoted by appropriate markers (see page 10). Players may not make deliveries to blocked buildings.

Each craft building has a symbol row for each player. Symbol rows are separated by lines. A player chooses an empty row when carrying out the first delivery to a given craft building. From now on, the player is assigned that row, and that row is assigned to the player. The symbols indicate which farm goods must be delivered to a craft building. As with a barrow market card, goods do not have to be delivered in any order.

Attention: A player may deliver farm goods to various craft buildings in one Transportation Phase.

To carry out a delivery, the player removes a farm good or a trade commodity from their farm, and places their marker on the appropriate symbol in their assigned row (effectively moving the marker from their farm to the craft building). Deliveries to craft buildings may be spread out over as many rounds as the player finds necessary.

When a player has fully supplied a craft building (i.e. has player markers in each space in their row), they immediately transfer one of these markers to one of the player ownership areas, thus marking that they have indeed fully supplied the building. From now on, the player may no longer make deliveries to this craft building. Their remaining player markers are returned to their supply. If the player is the first to fully supply a craft building, they immediately take the 1 victory point that was put on the craft building during setup.



Green delivers 1 wine to a craft building.

The player also takes the craft markers from the building, receives its immediate benefit, and places the craft marker (without flipping it) on the appropriate space on their farm. **All craft markers on farm boards should be flipped to their permanent effect only at the end of the round they were acquired in.** The player also receives a number of victory points equal to the number of the current round (1 to 6). Each player then keeps their craft markers until the end of the game.

Out of the 6 craft markers, 4 allow the owner to use their function once in its respective phase starting with the next game round.



After fully supplying the village store (a craft building), the player receives its craft marker and a number of victory points.

Note that every marker comes with one or more Roman numerals, corresponding to the phase (or phases) in which the marker may be used.



CRAFT MARKER EFFECTS



➤ Merchant House

The merchant house provides the player 3 additional silver in step 2 of the Farm Phase. When the marker is taken, the player takes 3 silver



➤ Wainwright

The wainwright allows the player an additional step on the siesta track in step 2 of the Transportation Phase, as well as 1 additional free delivery in step 3 of the Transportation Phase (but not in step 4).

When the marker is taken, the player immediately carries out a free delivery and takes victory points as determined by the location of their siesta marker.



➤ Deli

The deli earns the player 1 trade commodity in step 2 of the Farm Phase. When the marker is taken, the player immediately receives 1 trade commodity.



➤ Greengrocer

The greengrocer allows the player to take any 1 resource in step 3 of the Farm Phase. When the marker is taken, the player immediately takes any 1 resource.



The following 2 markers provide extra victory points for their owner every time their respective condition is fulfilled (starting from the round immediately after a player receives them).



► Village Store

The village store provides the player with bonus 2 victory points whenever they receive a craft marker in future rounds (but not the current round). When the marker is taken, the player immediately earns 2 victory points.

Normally the village store is used in the Transportation Phase. However, it may be used in the Revenue Phase, if a player gets a craft marker after a delivery following the use of a revenue die.

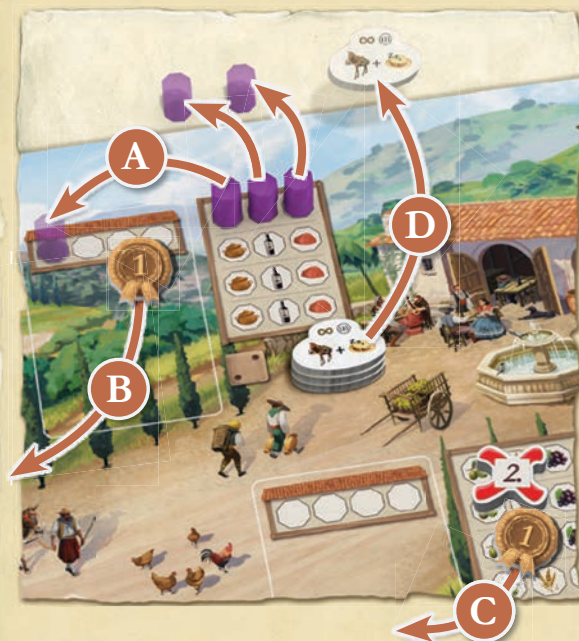


► Butcher

The butcher provides the player with a bonus victory point when scoring a market barrow. When the marker is taken, the player immediately takes victory points equal to the number of market barrows they have on their farm (0 to 3).

Normally the butcher is used in the Transportation Phase. However, it may be used in the Revenue Phase, if a player has scored a market barrow after a delivery following the use of a revenue die.

Example:



During the second round of the game Purple carries out all 3 deliveries of upgraded goods to the mainwright (a craft building). Purple uses 1 of their markers to show that they have already fully supplied this building **A**. Since Purple was first to fully supply this building, they receive a bonus of 1 victory point **B**. Then Purple also receives 2 victory points (since it is round 2), as well as 1 victory point **C** from the building that becomes unlocked (see below). Purple also uses the craft marker's immediate ability **D** to carry out a delivery and receive victory points from the position of their siesta marker.





BLOCKED CRAFT BUILDINGS

At the start of the game, 3 craft buildings are blocked (i.e. access to them is barred) and occupied by building order markers. These buildings may not receive any deliveries until a player has fully supplied an available, already open craft building.

When a player is the first to fully supply an unlocked craft building, the building order marker 1 is removed and returned to the game box. This new craft building is immediately available to be supplied by all players (even on the same round). A player who unlocks a new craft building receives the victory point that was placed next to the building order marker during setup. Once all craft buildings are unlocked, this bonus is not granted anymore.



*When a second craft building is fully supplied by a player, that player removes the second building order marker and they gain 1 victory point **A**.*



DELIVERIES

TO MARKET BARROWS

A player may supply one or more of their market barrow cards.

The symbols on a market barrow (farm card) determine which farm goods must be delivered to the barrow. Farm goods may be supplied to the market barrows in any order and over multiple game rounds.

When making a delivery to a market barrow, the player removes a farm good from the farm and places the player marker on the corresponding symbol on the market barrow.

When a player has fully supplied a market barrow (i.e. there is a player marker on each symbol), they take a number of victory points as shown on the card (2 to 6) and move 1 of their markers from their supply to the central space of their farm, to represent a trade commodity. The card is removed from the farm and placed in the discard pile face up. The player markers on the card are returned to the supply.

Example:



*Green may carry out 2 deliveries. Green takes 1 olive from the field **A** and 1 grain from a den **B** on their farm and delivers both to the market barrow **C**. The market barrow is now fully supplied – the player receives 4 victory points and a trade commodity as reward.*

The player then takes 1 of their player markers from their supply and places it on an empty space of the market with a value equal to the number of victory points received for fully supplying the card. All opponent markers on adjacent market spaces with values lower than that of the space the player has just started to occupy are removed and returned to the players' respective supplies. The player takes 1 victory point for each marker they remove this way.

Attention: When all market spaces corresponding to victory point value of a fully supplied market barrow are already occupied, the player may choose another player's marker on a space of value equal to the number of victory points printed on the market barrow card, and then remove it from the board, replacing it with their own marker. All opponent markers on adjacent spaces of lower value are displaced and returned as normal, and the player receives 1 victory point for each marker removed this way (including the marker they replaced).

Example:

*After fully supplying a market barrow, Green places a player marker on a value 4 market space **A**. An opponent's marker from a value 3 space **B** is removed, but the marker on value 5 space remains **C**. The player earns 1 victory point for the single removed marker.*



4. PURCHASED DELIVERIES



In turn order, each player may purchase extra deliveries (at a cost of 1 silver per delivery). Players are not required to use any of these purchasable deliveries available to them.

Attention: The number of extra deliveries available to a player is equal to the number of extra delivery symbols on the player board (far right) plus the rows of farm extensions.

Each extra delivery allows the player to carry out one delivery to a craft building or a market barrow (see page 20). Each player starts the game with 1 purchasable extradelivery (as shown on the right of their player board). Certain farm extensions provide the player with additional purchased deliveries.

On their turn, a player purchases as many of their extra deliveries as they desire, and carries them out. Again, a player does not have to buy all extra deliveries that are available to them!



*The player may purchase up to 2 extra deliveries **A**. The player decides to buy one, pays 1 silver, and delivers a farm good to a craft building.*

IV SCORING PHASE

Players return exhaustion markers from used helpers to the supply and perform end of round scoring and cleanup. The last 2 steps are omitted in the sixth and final round.

1. Each player takes 1 victory point for each of their player markers in the market (players do not take victory points for player markers on craft buildings).



2. Each player receives 0, 1, 2 or 3 victory points as determined by their position on the siesta track.
3. The siesta markers on the track are returned to their starting space as follows: markers are stacked on the starting space with the starting player's marker on top and the other siesta markers stacked below in turn order.



4. Remove any face-up roof tiles still on the main board and turn over the roof tiles for the next round.



Example:



Blue receives 2 victory points from the siesta track **A** and 4 victory points for blue player markers on the market **B**. The markers on craft buildings **C** earn no victory points.

GAME END

La Granja ends after 6 rounds.

At the end of the sixth round all players perform the following scoring steps:

1. Sell their player markers on the farm for normal sales prices (resources) or conversion prices (trade commodities), and convert them into silver. Note that upgraded goods cannot be converted into silver. Also note that any harvest goods still in the

fields may not be converted into silver – just the harvest goods located in players' dens.

2. Exchange silver into victory points at a rate of 5:1 (5 silver for 1 victory point).

The player with the most victory points is the winner. If there is a tie, the player with the most silver remaining among the tied players is the winner. If there is still a tie, all remaining tied players share the victory.

THE SOLITAIRE GAME

(original solo mode)

La Granja may be played solitaire, especially to learn key mechanics. All rules are in effect with the following exceptions. Note that you will find a full, automa-based solo mode in the Module Rules booklet.

SETUP

1. The components of one player plus the player markers in a second color are needed (for the “neutral player”).
2. 5 dice are used.
3. Player order markers 2 and 3 are in use. These are shuffled (hidden), afterwards the player draws one marker and places a player marker on the space in the center of the market that corresponds to the number of the player order marker. The marker of the neutral player is put on the other hexagonal space in the center of the market.
4. The player places 2 roof tiles.

GAME PLAY

1. **Revenue Phase:** If the player is the start player (has player order marker 2), they choose one die. Afterwards one die is discarded – in the first, second, and third game round the die with the lowest number, in the fourth, fifth, and sixth game round the die with the highest number. Now the player selects a second die.

As explained above, a second die is discarded next. Finally, the last remaining die is used. If the player is not the start player, one die each is discarded before the player selects a die according to the above rule. If the player removes a marker of the neutral player from the market, they receive 1 victory point per marker.

2. **Transportation Phase:** If they are the start player, they carry out their complete Transportation Phase. Afterwards one card is drawn from the draw deck. Now the neutral player places a marker on a space of the market corresponding to the victory point value of the drawn card (market barrow section). These rules are in effect:
 - a. The neutral player removes as many markers of the player as possible.
 - b. If there are several spaces that comply with this guideline, they place their marker in such a way that it is as difficult as possible to remove them (i.e., as far apart as possible from other markers or next to spaces being adjacent to high numbered ones).
 - c. If there is no marker of the player on the market (or no one that may be removed), the neutral player places their marker so that it is most difficult to remove this marker (*see above*).

If the player is not the start player, a card is drawn from the draw deck and the neutral player places one of their markers on a space of the market corresponding to the victory point value of the drawn card (market barrow section) before the player carries out their Transportation Phase.

3. **Scoring Phase:** If the player reaches at least the third space of the siesta track, they are the first player in the next game round. Otherwise they play second.



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Designers' note:

Michael Keller's “Dice for the Galaxy” formed the basis for the design of *La Granja*. The dice distribution mechanic originates in the unpublished design “Arriba” by Matthias “Matze” Cramer and was the inspiration for the dice distribution system of this game. In “Glory to Rome” (2005) Carl Chudyk demonstrated an outstanding way to use cards; hopefully we came up with a nice variation.

The central element in the center of the table was inspired by the temple in “Luna” (H@ll Games, 2010) by Stefan Feld.

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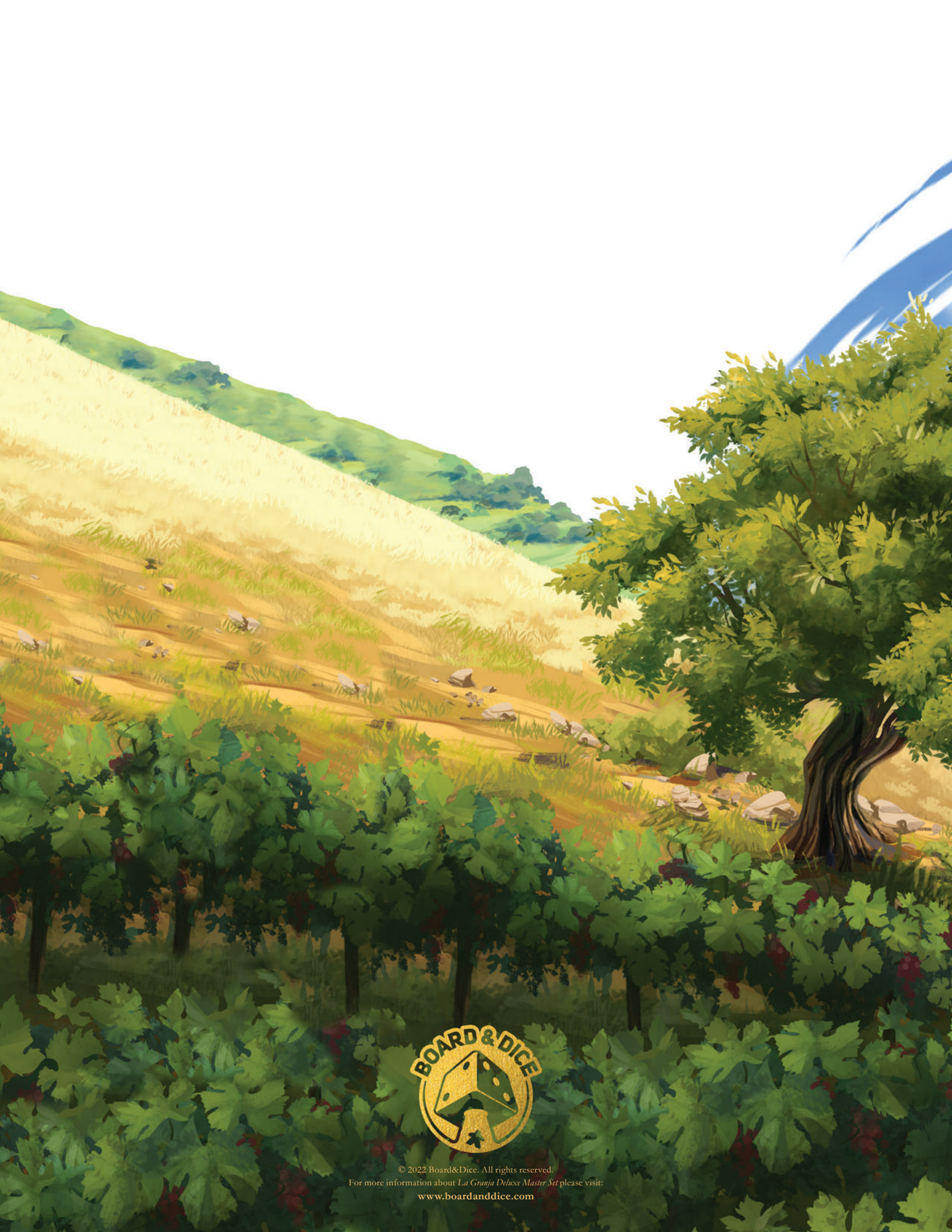
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LIVING RULES PLEDGE



We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.



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