SANTIAGO



Age: 10+
Number of players: 3–5
Time of play: 60 minutes

INSTRUCTIONS

BOX CONTENTS



- board



- 3 palm trees



- 72 banknotes (24 banknotes of each: 1 escudo, 2 escudos, 5 escudos)



- 45 plantation tiles (9 pieces of each: bananas, coconuts, watermelons, grapes, red peppers)



- spring marker



- 110 farmers (22 farmers of 5 colours)



- 15 blue canals



- 5 canal markers of a player colour (1 piece of 5 colours)





- 1 Canal Overseer marker
- instructions

PURPOSE OF THE GAME

The players become plantation owners growing bananas, red peppers, watermelons, grapes and coconuts. As nothing grows without a supply of water, the players need to irrigate their crops. If they fail do to that, their plantations will run dry, bringing no income at all. Expand your plantations, irrigate them and turn your crops into precious escudos! The player with most points at the end of the game is the winner.

SETUP



A Place **the board** on a table.

B Place **the spring marker** on the board.

The spring marker must be located on **a thick brown intersection**.
A location closer to the edge of the board produces a harder game. Place the spring marker on one of the central intersections to make the first game easier.



C Place the **3 palm trees** on three different squares on the board. The squares cannot have their sides or points connect. They also cannot be adjacent to the location of the spring.

D Shuffle and place **the plantation tiles** face down next to the board. Create the following stacks (the tiles are still facing down):
- in a 3-player game: **4** stacks of **11** tiles*,
- in a 4-player game: **4** stacks of **11** tiles*,

- in a 5-player game: **5** stacks of **9** tiles.

** In the 3-player game variant, discard 1 random plantation tile: show it to others, so that every player knows which tile will not be included in the game, and put it back in the box.*

E Give each player **1 blue canal**.

F Place the remaining **blue canals** next to the board:
- in a 3-player game: 11 blue canals,
- in a 4-player game: 11 blue canals,
- in a 5-player game: 9 blue canals.

G Give each player **1 canal marker of a player's colour** (put the remaining markers back in the box).

H Give each player **22 farmers** of the player's colour (place the remaining farmers back in the box).

I Give each player **10 escudos** (in banknotes of any denomination). Before the game begins decide if the players make public or not how much money they own in the course of the game.

J Sort the remaining banknotes by denomination and place them next to the board. This is the bank, where each player can change their money.

K The starting player, who is determined randomly (or is chosen according to any criteria), receives the Canal Overseer marker. The player places the marker in front of him or her on the table.

Below are some general principles of building irrigation canals and plantations. Read them to easily grasp the rules of the game described further in these instructions.

BUILDING IRRIGATION CANALS

The players use canals to build an irrigation network for their plantations. The canal markers are used as follows:

- The first canal to be placed on the board **must be connected to the spring**.
- The canals must be located **on the thick brown ditch lines** on the board.
- Each canal must also be placed **between the intersections** of the thick ditch lines.
- Each new canal placed on the board **must be connected to the already constructed network**.
- The network may be expanded **in any given direction**.



ESTABLISHING PLANTATIONS

With each new round the players receive plantation tiles which they place on the board according to the following rules:

- Each new tile must be immediately placed **on any given square on the board**.
- After the plantation has been established, the player places **farmers**, whose number corresponds to the number of farmer symbols on each plantation tile.



The player places 1 farmer to this plantation.



The player places 2 farmers to this plantation.

- Plantations may, but do not have to, be adjacent to other plantations on the board.
- Plantations may, but do not have to, be adjacent to the irrigation network (although it usually pays off to establish plantations directly next to canals).
- Plantations may be located **on a square with a palm tree**. In such a case, place the palm tree on the plantation tile so that every player can see it.

PLANTATION DRYING

The farmers placed to the plantation cultivate it with care and make sure it gives a good crop. But the plantation that lacks proper irrigation will yield poorly and the farmers will soon give up.

- Plantations connected to canals by at least one side remain irrigated until the end of the game.
- At each new round all non-irrigated plantations lose 1 farmer (put the farmer markers back in the box).
- When the last farmer leaves the plantation, it becomes neutral – it no longer belongs to anyone.
- If a neutral plantation receives no irrigation, it dries out (flip the tile over to turn in into dry ground).
- Such a dried out plantation no longer yields and remains dry ground until the end of the game (even if it later becomes connected to a canal).



If this plantation receives no irrigation, the red player's farmer will leave it.



When the farmer leave, the plantation becomes neutral (it no longer belongs to the red player). If no irrigation is brought to this plantation, it will dry out.



A non-irrigated neutral plantation dries out (flip the tile over, with the dry ground image facing up) and remains a dry ground until the end of the game.

EXPANDING PLANTATIONS

- All plantations of the same kind form an expanded plantation when their sides connect.
- Individual tiles forming expanded plantations may be cultivated by **farmers working for different players**.
- **Irrigation canals** running through expanded plantations are not divided into smaller parts.
- **Palm trees** growing on expanded plantations are not divided into smaller parts.
- **Dry grounds** divide expanded plantations into smaller parts.

The example below illustrates:
– an expanded watermelon plantation (consisting of 3 parts),
– an expanded banana plantation (consisting of 4 parts),
– 2 individual grape plantations (not connected to each other),
– an expanded red peppers plantation (consisting of 2 parts),
– a single red peppers plantation,
– one plantation turned into dry ground.
If the dry ground tile could be turned back to a red peppers plantation, this would create an expanded plantation of red peppers consisting of 4 parts.



SCORING RULES

At the end of the game each player receives points for their plantations. The larger the plantations and the more farmers are employed to cultivate them, the more points the player gets:

player's total score = plantation size x number of farmers.

Additional points are given for **palm trees** growing on the plantations: **each palm tree counts as an additional farmer.**

The player with the highest score wins the game.



Scoring examples:

The watermelon plantation yields 6 points for the red player (3 plantation tiles x 2 farmers), and it yields 3 points for the green player (3 plantation tiles x 1 farmer). In this case the palm tree yields no additional points because the tile where it grows is not cultivated by anyone (there are no farmers).

The brown player receives 1 point (1 plantation tile x 1 farmer).



If the palm tree tile was cultivated by the green player's farmer, this would yield a total of 9 points because ***the palm tree counts as the player's additional farmer*** *(which gives 3 plantation tiles x 3 farmers working for the green player).*



The red player cultivates the tile where a palm tree grows, receiving for the banana plantation a total of 12 points (4 plantation tiles x 3 farmers); the green player also receives 12 points (4 plantation tiles x 3 farmers), and the brown player receives a total of 8 points (4 plantation tiles x 2 farmers). The grape plantation yields 1 point for the red player (1 plantation tile x 1 farmer).

COURSE OF THE GAME

Depending on the number of players, the length of play will vary:

- for 3–4 players: **11 rounds** (because there are 11 tiles in each plantation stack);
- for 5 players: **9 rounds** (because there are 9 tiles in each plantation stack).

Each round consists of **7 phases**:
Phase 1. Bidding
Phase 2. Determining the new Canal Overseer
Phase 3. Establishing plantations
Phase 4. Building canals
Phase 5. Building extra irrigation
Phase 6. Drought
Phase 7. Collecting escudos

PHASE 1. BIDDING

Flip over **1 plantation tile from each stack** and put them on the South American village on the board.



The bidding begins. The highest bidder is the first to choose between the tiles available.

- Starting left of the Canal Overseer, each player makes a bid and puts the money on the table in front of them. Players may also pass – they do not bid and pay no escudos.
- Each player gives a unique bidding amount, which must be **higher** or **lower** than the other players' bidding.
- The players are allowed to **bid only once** per round! When all the players have given their amount or passed, the bidding ends.

PHASE 2. DETERMINING THE NEW CANAL OVERSEER

The first player to pass in the bidding becomes the new Canal Overseer. If no one passed in the bidding phase, the Overseer marker goes to **the lowest bidder**. The former Canal Overseer hands over the marker and puts it in front of the new Overseer on the table.

PHASE 3. ESTABLISHING PLANTATIONS

In this phase the players, in the order from the highest to the lowest bidder, establish plantations and send their farmers to cultivate them. The winner of the bidding (that is, the player who **bid the highest amount**) is the first to do the following:

- Pay the bid amount to the bank.
- Choose **1 plantation** from among the tiles available (placed face up next to the stacks).
- Place the tile on any free square on the board (if a palm tree is growing on that square, put the palm tree marker on the plantation tile).
- Place the appropriate number of **farmers**, which corresponds to the number shown on the tile.

The remaining players do the same as above, from the highest to the lowest bidder.

- The player who **passed in the bidding** is the last to choose a plantation tile. If more than one player passed, they choose their tiles in the following order:
  – the first to choose is the player who was the last to pass in the bidding,
  – the second to choose is the one who passed before the last person, etc.
- The player who **passed in the bidding** places **the number of farmers minus 1**:
  – if a tile demands two farmers, the player places only 1,
  – if a tile demands one farmer, the player who passed is not allowed to place any farmers. In such a case, the tile becomes neutral.
- In the **3-player game variant** there is 1 tile free (not chosen by any player), because there are 3 players and 4 plantation stacks. This extra plantation is placed on the board by the highest bidder:
  – it must be adjacent to at least 1 irrigated plantation (if this is not possible, place the tile adjacent to a dried out plantation),
  – the highest bidder does not place farmers on this plantation – it remains **neutral**.

PHASE 4. BUILDING THE CANAL

After the plantations have been established, each player wants to ensure they are properly irrigated. The decision where to build the irrigation canal is made by **the Canal Overseer**. The remaining players may influence that decision and try to convince the Overseer to build the canal running near their plantations.

- Starting left of the Overseer and then going clockwise, each player may propose a location for building the canal:
  - *The player places the canal of his or her colour in the proposed location.*
  - *To ensure a decision is made in their favour, the players may offer the Canal Overseer any amount of escudos and place them in front of the Overseer in the table.*
  - *Several players may propose the same location for the new canal and add to other players' amount.*
  - *The players may, but do not have to, propose a location and pay escudos to the Overseer.*
- The Canal Overseer makes one of the following decisions:
  - *Accepts one of the offered amounts (it doesn't necessarily have to be the highest!). In such a case the Overseer takes the money offered (the other players take their money back) and places 1 blue canal marker from the pile next to the board in the proposed location. The players remove their proposed canals from the board.*
    OR
  - *Rejects all the offers and chooses a new location for the canal.*
    In such a case the Overseer also rejects the money offered (all the money goes back to the players) and places 1 blue canal marker in the chosen location. The Overseer then pays the bank 1 escudo more than the highest amount offered in this phase.

PHASE 5. BUILDING EXTRA IRRIGATION

After the Overseer has built the new canal, **1 of the players** is allowed to build **extra irrigation** by placing their own blue canal on the board.

- Starting left of the Overseer, each player decides whether or not to build extra irrigation:
  - *if the first player chooses not to use the bonus canal in this round, the question goes clockwise to the next players (the last player to be asked is the Canal Overseer).*
  - *If a player chooses to build extra irrigation, he or she places the blue canal in any given location on the board.*

NOTE: In building the extra irrigation the players must observe the general principles of canal building:

- the canal must be connected to the existing network,
- the canal must be located on a thick brown line (between ditch intersections).

The player neither receives nor pays any escudos for building extra irrigation.

- **Only 1 extra canal** may be built per round. If a player chooses to do so, the remaining players are not given the chance to build their bonus canals in this round.
- After the extra canal has been built, Phase 5 ends.

Each player has only 1 blue canal and can built extra irrigation only once in the game. Therefore the players should use this possibility wisely.

PHASE 6. DROUGHT

In this phase the players check which of the plantations are not irrigated.

- Each plantation not connected to the irrigation canal by at least one side is considered **non-irrigated**.
- With a new round each non-irrigated plantation **loses 1 farmer** (put the farmer markers back in the box).
  - *If a non-irrigated plantation is cultivated by 2 farmers at the beginning of this phase, the plantation still belongs to that player.*
  - *If a non-irrigated plantation is cultivated by only 1 farmer at the beginning of this phase, after the farmer is removed the plantation turns neutral. Such a plantation remains neutral and cannot be owned by anyone until the end of the game.*
  - *If there are no farmers cultivating a non-irrigated plantation (that is, the plantation is neutral) at the beginning of this phase, the plantation dries out! Flip its tile over, with the dry ground image facing up. Such a dried out plantation no longer yields crops and remains dry ground until the end of the game.*

During the last round all non-irrigated plantations become dry grounds (flip their tiles over) even if they are still cultivated by planers (put the farmer markers back in the box).

PHASE 7. COLLECTING ESCUDOS

At the end of the round, in Phase 7, each player collects **3 escudos**.

During the last round there is no Phase 7 and the players collect no money.

THE LAST ROUND

Remember that **during the last round**:

- Phase 6 is different from those in the preceding rounds:
  each non-irrigated plantation turns into a dry ground, even if it is still cultivated by farmers.
- There is no Phase 7: the players receive no money from the bank.

END OF THE GAME

The game ends when all the plantation tiles and blue canal markers have been used:

- in the game variant for 3-4 players: at the end of **Round 11**,
- in the game variant for 5 players: at the end of **Round 9**.

The final scoring is calculated as follows:

- **The players count their escudos.** They mark their score on the Scoring Track (see: Scoring Track).
- **Players receive points for the plantations cultivated by their farmers.** They then mark the score on the Scoring Track (*see: Scoring Track*).

The player with the highest score is the winner. If two or more players have the same amount, they share the victory.

SCORING TRACK

The players use the Scoring Track on the board.
To mark their score, players use their farmer markers (unused during the game or removed from the plantations that have already been counted).

Example 1

*At the end of the game, the red player has **8 escudos** and marks this amount by placing a farmer on square **"8"**. The player then receives **9 points** for one of the plantations. This gives a total of **17 points**, which is marked on the Scoring Track by placing one farmer on square **"10"** and another on square **"7"**.*

The remaining plantations are counted in the same way.





Example 2

The Scoring Track pictured below presents the score of 3 players: the red player who scored 141 points, the brown player – 139, and the green player – 98.



It is recommended that all players' plantation scores are counted by one person: he or she first adds up the points for Player A, marks them on the Scoring Track and removes the player's farmers from the board. The points for Player B and the remaining players are added up in the same way.This will help the players to avoid any confusion with counting and removing their markers from the board.



QUICK REFERENCE

SETUP

- Place **the spring marker** on a thick brown intersection on the board.
- Place **the 3 palm trees** on three different squares on the board.
- Shuffle **the plantation tiles** and create stacks (the tiles are face down):
  – *in a 3- and 4-player game: 4 stacks of 11 tiles,*
  – *in a 5-player game: 5 stacks of 9 tiles.*
- Give each player **1 blue canal**.
- Place the remaining **blue canals** next to the board:
  – *in a 3- and 4-player game: 11 blue canals,*
  – *in a 5-player game: 9 blue canals.*
- Give each player **1 canal marker of a player's colour**.
- Give each player **22 farmers** of the player's colour.
- Give each player **10 escudos.** The remaining banknotes belong to the bank.
- Give **the Canal Overseer marker** to a player chosen randomly or according to any criteria.

COURSE OF THE GAME

Phase 1. Bidding

- Flip over 1 plantation tile from each stack.
- Bidding: starting left of the Canal Overseer, each player gives a unique bidding amount (higher or lower than the other players' bidding). The players put the escudos on the table. Each player bids **only once** per round.
- Players may pass (they do not give any amount).

Phase 2. Determining the new Canal Overseer

- The new Canal Overseer is the first player to pass in the bidding.
  If no one passed in the bidding phase, the Overseer marker goes to the lowest bidder.

Phase 3. Establishing plantations

- In the order **from the highest to the lowest bidder**, each player does the following:
  – *Pays the bid amount to the bank.*
  – *Chooses 1 plantation, places its tile on the board and places the appropriate number of farmers.*
- The player who **passed** in the bidding is **the last** to choose a plantation tile.
  If more than one player passed, the first to choose is the player who was the last to pass in the bidding, the second to choose is the one who passed before the last person, etc. The player who passed in the bidding places **the number of farmers minus 1**.
- In **the 3-player game variant** there is 1 tile free (not chosen by any player).

It is placed on the board **by the highest bidder** on any non-dried out plantation. The highest bidder does not place farmers on this plantation – it remains **neutral**.

Phase 4. Building the canal

- Starting left of the Overseer and then going clockwise, each player may propose a location for building the canal:
  - *The player places the canal of his or her colour in the proposed location.*
  - *The players may offer the Canal Overseer any amount of escudos. The money is placed on the table.*
  - *Several players may propose the same location for the new canal and add to other players' amount.*
  - *The players may, but do not have to, propose a location and pay escudos to the Overseer.*
- The Canal Overseer:
  - *May accept one of the offered amounts (it doesn't necessarily have to be the highest). The Overseer takes the money offered and places 1 blue canal marker in the proposed location.*

    OR
  - *Rejects all the offers and chooses a new location for the canal – the Overseer places 1 blue canal marker in the chosen location and pays the bank 1 escudo more than the highest amount offered.*

Phase 5. Building extra irrigation

- Starting left of the Overseer, each player decides whether or not to use the player's **blue canal**:
  - *If a player chooses not to do so in this round, the question goes clockwise to the next players.*
  - *If a player chooses to build extra irrigation, he or she places the blue canal in any given location on the board.*
- **NOTE:** Only **1 extra canal** may be built per round.

Phase 6. Drought

- Remove **1 farmer** from each non-irrigated plantation.
  If there are no farmers to be removed from a non-irrigated plantation, the plantation dries out – flip its tile over, with the dry ground image facing up.
- **NOTE:** During **the last round** all non-irrigated plantations become dry grounds.

Phase 7. Collecting escudos

- At the end of the round each player collects **3 escudos**.
- **NOTE:** During **the last** round there is no Phase 7 and the players collect no money.

END OF THE GAME

- The players count their **escudos**. They mark their score on the Scoring Track.
- Players receive points for **the plantations** cultivated by their farmers. They mark their score on the Scoring Track.



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