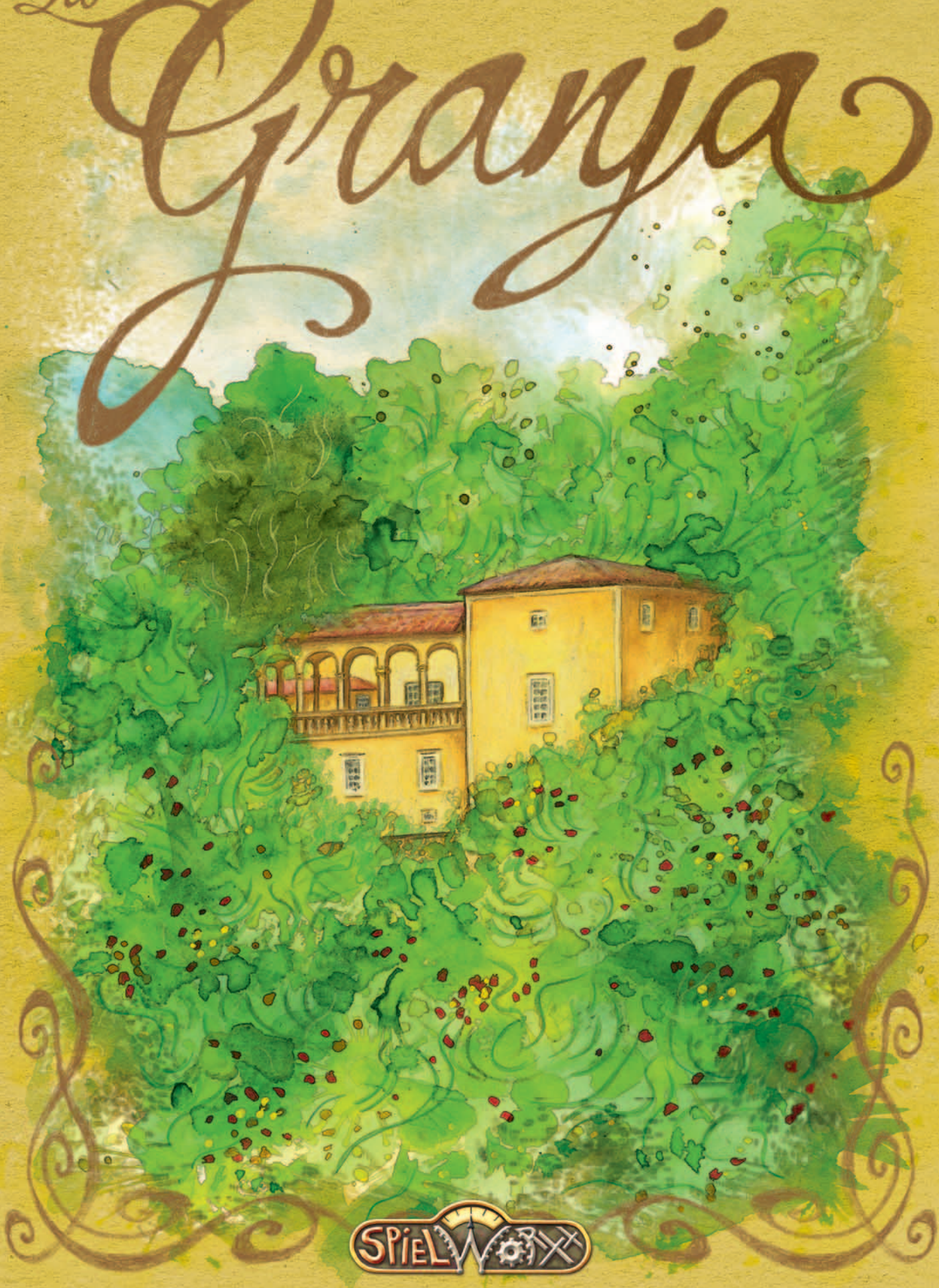
A game by
Andreas Odendahl and Michael Keller
for 1-4 players

La Granja



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1.0 INTRODUCTION

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

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

2.0 COMPONENTS AND IMPORTANT TERMS

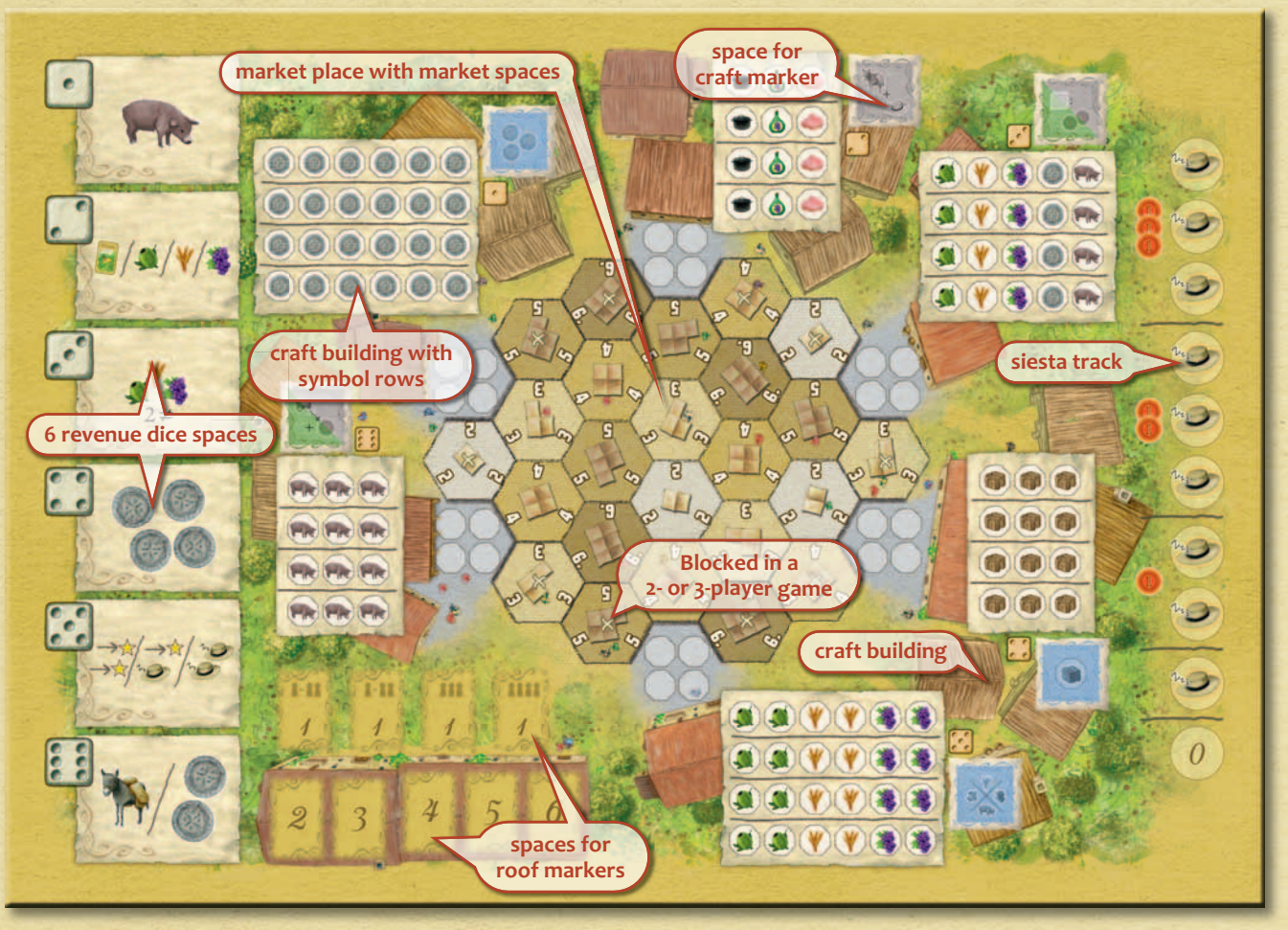
Each copy of ***La Granja*** contains:

- 1 game board
- 4 player tableaus
- 66 farm cards
- 9 revenue dice
- 100 player markers (wooden octahedrons; 25 each in the 4 player colors)
- 4 wooden discs (1 each in the 4 player colors)
- 16 donkey markers (4 markers each per player)
- 38 silver "coins" (values 1 and 3)
- 66 victory point markers (values 1, 3, 5, 10)
- 4 game order markers (with numbers 1 to 4)
- 24 roof markers
- 24 craft markers
- 3 building order markers (with numbers 1 to 3)
- 4 play caids
- 2 rules booklets (English and German)
- 2 glossaries (English and German)

2.1 The Game Board

The center of ***La Granja´s*** game board depicts the market place of the village Esporles. It consists of hexagonal market spaces. Each space has a number (value) between 2 and 6. Market spaces featuring an "X" cannot be entered in a 2- or 3-player game, see 4.0.
Six craft buildings are located at the edge of the market. Four different symbol rows (one per player) are assigned to each craft building. Farm goods or trading goods shown by smybols in the rows have to be delivered to the craft buildings in question by the players. There are also spaces for matching craft markers next to the symbol rows.

At the left side of the game board the so called revenue spaces (with dice numbers from 1 to 6) are located.
Below and to the right are the spaces for the roof markers (game turns 2 to 6), above of these are the four spaces for the roof makers that are available in the current turn.



The right side of the game board is home of the *siesta track*. It shows how "rested" the players are in a game turn.

2.2 The Farm Cards

La Granja contains 66 so called farm cards. During the game, the players take cards to their hands and then play them by tucking them under one of the four sides of their farm.
After playing a card, only its respective side is "Active" and influences the game. The information on the other three sides of the card is irrelevant during the further course of the game.

- 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.
- A card played to one of the three notches *at the top* of the farm is a *market barrow*.
- A card played *to the right* of the farm is a *farm extension*.
- A card played to one of the three notches *at the bottom* of the farm is a *helper* with special abilities.





2.3 The Revenue Dice

There are nine dice in the game. Depending on the number of players, a certain number of dice is used and assigned to the revenue spaces of the game board.





2.4 The Player Boards

Each player has one tableau which represents his farm. At his farm there are six spaces for acquired craft markers, several dens (for harvest goods and upgraded goods) and the costs for an upgrade, buying and selling price for resources, a central space for trade commodities, a pig stall with two spaces, a table for farm goods and the costs for farm extensions (increasing per card), a farm house with five spaces for purchased roof markers, a space for played donkey markers and one space each for the two chosen revenue dice.
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 *two pigs* (therefore there are two octagonal spaces).

Farm cards may be placed at the respective spots of all four sides of the farm; they represent various things according to their position. At the top and at the bottom of the farm only three cards each may be placed – one card into each "notch". To the left and to the right of the farm cards are placed "overlapping". There is no limit to the number of cards here.



2.5 The Game Markers

2.5.1 Silver "Coins"

Silver is the currency in ***La Granja***. The game contains "coins" with a value of 1 and 3. A player may change three "1" coins against a single "3" coin from the "bank" (or vice versa) during the game. If the rules booklet mentions "1 silver" it means one silver coin of value 1.



2.5.2 Victory Point Markers

When a player has earned victory points, he *immediately* takes that number of victory point markers from the pool. There are markers with value 1, 3, 5, and 10 victory points. A player may "take change" for their markers at any time (e.g., taking a single marker of value 3 for three markers of value 1). The players may keep the number of their victory points secret. If the rules booklet mentions "1 victory point", it means one victory point marker of value 1.



2.5.3 Craft Markers

Each craft building in the village has its own specific craft marker. Each player may get one marker at each craft building. The front side of the marker shows its "instant function", see 8.3.1.



2.5.4 Roof Markers

Each player may purchase one roof marker per game turn. A roof marker is always advantageous. In addition starting with the second purchased roof marker, a player earns victory points.



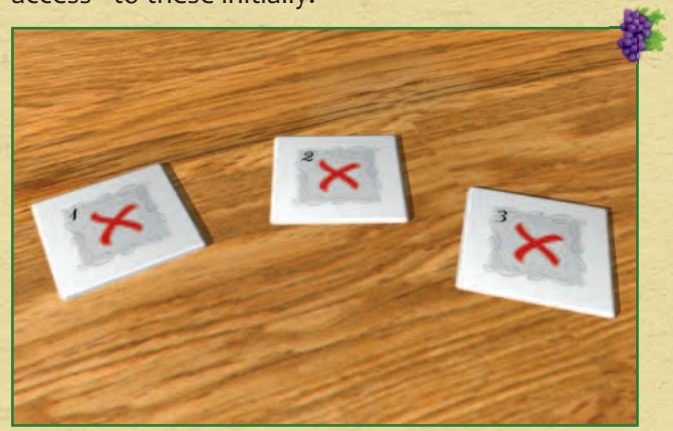
2.5.5 Donkey Markers

Each player has an identical set of four donkey markers. In each game turn each player chooses one donkey marker. This marker shows the number of deliveries (depicted by donkeys) and sometimes the number of steps a player advances on the siesta track of the game board (depicted by hats).



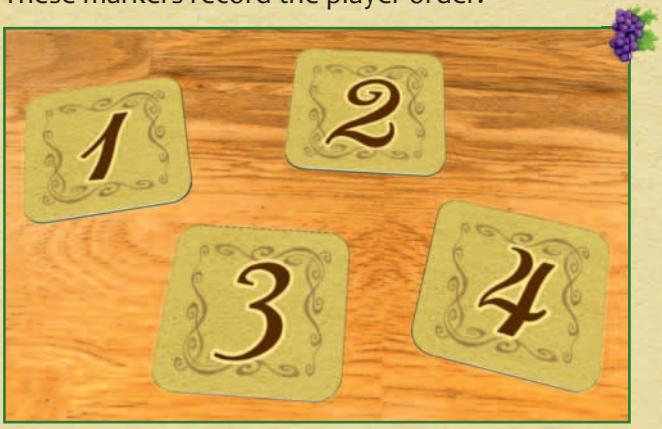
2.5.6 Building Order Markers

La Granja contains three building order markers. They are placed on three of the six craft buildings of the village at the start of the game and "bar access" to these initially.



2.5.7 Game Order Markers

These markers record the player order.



2.6 The Play Aids

The play aids summarize the sequence of one game turn in a compact way. Additionally it lists how you may win victory points.



2.7 The Wooden Components

2.7.1 Player Markers/Octahedrons

Each player receives 25 player markers in his color. Depending on their placement on the farm or the game board a player marker represents various things that a player owns or has used.



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 field; if it is on the village´s market, it is a market stand etc.



The 25 markers are the maximum a player can have!
If a player has all 25 players in use (this will only happen *very* rarely), he may first remove any one player marker from his farm or the game board before he may use it anew.

2.7.2 The Discs

The discs are first placed on the "0" space of the siesta track of the game board. From this starting point the discs will advance during a game turn.

2.8 Explanation of Terms

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

✿ **Harvest goods:** There are three 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 do not grow on his fields have to be placed in his dens.

✿ **Resources:** Olives, grain, grapes and pigs (the traditional *porc negre*) are the resources in the game. They may be bought, sold, or upgraded.

✿ **Upgrade (upgraded goods):** Grapes are upgraded to wine, pigs to cured meat, and olives and grain are upgraded to food. An upgrade may cost silver.

✿ **Revenue:** A player gets revenue via a die. Revenue may be one or more resources, silver, a delivery, one or two free upgrades, one or two steps on the siesta track, and the drawing or playing of a card.

✿ **Color Labeling:** The four phases of a game turn and its various steps are labeled by color.

- I **Farm Phase – blue**
- II **Revenue Phase – green**
- III **Transportation Phase – grey**
- IV **Scoring Phase – red**

✿ **Trade commodity:** Trade commodities may be exchanged for advantages in resources and actions.



✿ **Farm:** A player´s tableau (plus attached farm cards) represent his farm.

✿ **Farm goods:** An overriding term that includes the following:

- silver
- victory points
- harvest goods (olive, grain, grape)
- upgraded goods (food, vine, cured meat)
- pigs

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

✿ **Delivery:** A donkey symbol represents one delivery. A delivery is either sent to a craft building in the village or to one of the market barrows at a player´s own farm.

3.0 AIM OF THE GAME

In six game turns the players try to expand their farm and deliver goods to the village of Esporles. This will earn them victory points.

The players have two options to get victory points:

1. As soon as a player has supplied a craft building completely, he gets victory points and a craft marker with a special effect.
2. When a player places farm cards at the top of his farm as market barrows, he supplies them with goods and sends them – filled completely – to the market. He gets victory points and a trade commodity as a reward.

It is important to observe the actions of the other players, to act quickly and to adjust to the vagaries of the dice and the cards.
The player who has earned the most victory points at the end of the game is the winner and new owner of the ***La Granja*** estate!

4.0 PREPARE FOR PLAY

The game board is placed in the center of the table.

Each player receives a farm, 25 player markers of one color, one set of donkey markers (four markers; with one, two, three, and four donkey symbols), 1 victory point, and 1 silver.

The victory point marker and the silver are placed next to their farm; moreover, the players put one of their player markers at the *trade commodity* space of their farm. The rest of the player components are his pool.

One player shuffles all 66 farm cards and deals each player four concealed cards. The other cards are placed, with the flipside up, on the table. They form the draw deck.

Attention: The instance the draw deck is empty, all discarded cards are shuffled and form the new draw deck.


The farm of a player at the start of the game

One player sorts all roof markers on the game board und places them according to their game turn number (on their flipside) on the spaces on the game board. The roof markers with the numbers 2 to 6 are, flipside up, stacked while the markers for turn 1 are placed, frontside up, above them.
Attention: If there are fewer than four players, only one randomly selected roof marker per player is placed concealed – the others are put back into the box without looking at them.

The players put one craft marker per player on the respective craft buildings plus 1 victory point each on the light gray spaces adjacent to the buildings (the ones with the four spaces for player markers).

Now one player rolls a die. The number rolled determines on which building building order marker 1 is placed. Afterwards the die is rolled two 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 marker has been determined. It is best to put the markers in the center of the symbol rows. In addition, 1 victory point each is put next to the three building order markers.


Determines where building order markers are placed.

Now the start player is determined randomly. He receives game order marker 1. In clockwise order the other players get game turn order markers with ascending numbers.
If there are fewer than four players, the markers which are not used are put back into the game box.

According to the number of players the revenue dice are set aside. **Per player, two dice are used plus one additional die:**

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

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

In *reversed* game turn order each player puts his disc on the space at the bottom of the siesta track. They are stacked there – the disc of the starting player is at the top.

Victory points and silver are placed nearby and form the pool.

Attention: In 2- and 3-player games most of the outer market spaces may not be entered. These spaces have an "X" in their center.


No access in 2- and 3-player games.



5.0 SEQUENCE OF PLAY

La Granja is played over six game turns. One game turn consists of these four phases:

I **Farm Phase** (see 6.0)
II **Revenue Phase** (see 7.0)
III **Transportation Phase** (see 8.0)
IV **Scoring Phase** (see 9.0)

Attention: ***La Granja*** does not contain a game turn record marker. Using the flipsides of the roof markers and the empty roof marker spaces on the game board the players may easily determine the current game turn.

5.1 "Anytime"-Actions

***La Granja* is a very flexible game – most of the time the player whose turn it is (and only then!) may do several different things in the order of his choosing. This is especially important for some actions that may be conducted anytime during the game independent of the phases of a game turn. These actions include using the own trade commodities, buying and selling of resources and upgrading resources.**

5.1.1 Using Trade Commodities



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

A player may return a trade commodity to his pool to conduct one of the following actions:

- **Take 4 silver**
  The player takes 4 silver from the pool.
- **Take two different harvest goods**
  The player takes two *different* harvest goods and places two of his player markers on the corresponding dens of his farm.

- **Draw one card or play one card**
  The player either tucks one of his cards from his hand under his farm (taking the costs for farm extensions into account, see 6.0) *or* he draws the top card from the draw deck to his hand.
- **Take one pig**
  The player takes one pig and places one of his player markers on a pig stall space.
- **Upgrade two resources free of charge**
  The player may upgrade any two of his resources free of charge and transfer them from their dens or fields into the respective dens for upgraded goods. To do so, he moves a marker from a den or field 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 trade commodities to one of the craft buildings of the village in the transportation phase, see 8.3.1.

5.1.2 Buying and Selling of Resources

When a player buys resources, he places one player marker per purchased resource in the respective den or stall.



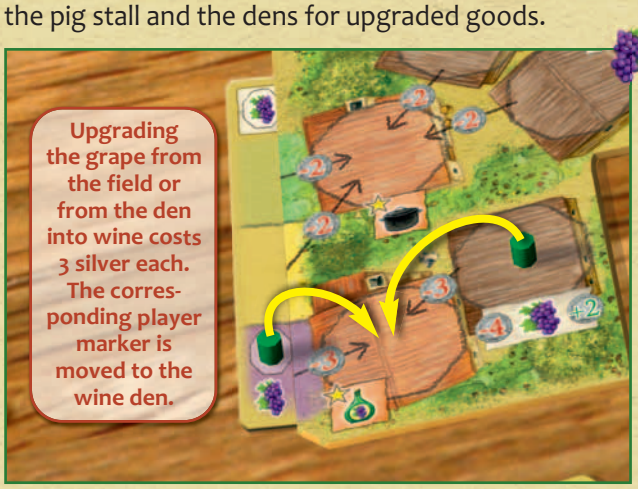
When he sells resources, he removes the respective player markers from his dens or stalls. Harvest goods cannot be sold from fields!
Exception: Card 35 *Agricultural Worker*.

Attention: Upgraded goods may not be *directly* bought or sold. A player may buy an upgraded good *indirectly* by first purchasing the resource at buying price, then upgrading it afterwards.

5.1.3 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 its space as upgraded good.

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



5.1.4 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 is happening to them:

- Upgrade (see 5.1.3)
- Used as payment for the costs of a farm extension (see 6.0)
- Delivery (see 8.3)

6.0 FARM PHASE I

The *farm phase* consists of four steps. One step is always conducted completely by all players before the next step is started. After a few game turns the first three steps may be conducted simultaneously. Otherwise, the farm phase is played in game turn order.

1. Play a farm card and draw new card(s)
Each player may play one card and draw one or more new cards at the end of this step.



Exception: In the *first* game turn all players play *two* cards!

Depending on the function of the selected farm card the player wants to use, he places the card at one of the four sides of his farm:

- A card that is placed at the *left* side of the farm is a *field*. One harvest good is growing on a field – either olives, grain, or grapes (see step 3 of the farm phase). Only the information at the left edge of the card remains visible when a player tucks the card under his farm . A player may have any number of fields. A field always enters the game "empty" (i.e., without any harvest goods)!
- A card that is placed at one of the three slots *at the top* of the farm is a *market barrow*. Only the information at the top of the card remains visible! Specific goods are displayed by their corresponding symbols. They have to be transported to the barrow by the player. Only when the market barrow has been fully supplied, it is sent to the market of the village and earns the player a trade commodity and victory points according to line 2 below the symbols (see 8.0).
- A card that is placed at the *right* side of the farm is a *farm extension*. Only the information at the right edge of the card remains visible when a player tucks the card under his farm. A farm extension offers various benefits.
- A card that is placed at one of the three slots *at the bottom* of the farm is a special *helper* with special abilities. Only the information at the bottom of the card remains visible! *The helpers and their functions are listed in detail in the* ***glossary***.

Placing a card as a market barrow, helper or field is always free of charge. If a player already has three market barrows (or three helpers) at his farm and would like to place another one, he first has to discard an old one without drawing a replacement to make room for the new market barrow (or helper). A player may have any number of fields.

Placing a card as a farm extension causes expenses. Farm extensions are paid for *by farm goods*.

Each played farm extension-card costs more than the previous one. The costs of the first card are *one* farm good, for the second two farm goods, for the third three farm goods etc.

Note: Starting with the second farm extension card, *different* farm goods have to be used as pay-ment. In theory, a player may place any number of farm extensions if he is able to pay their costs.
In the top right corner of his farm a player finds an overview of the farm goods and their costs.



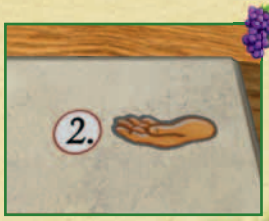
At the end of this step each player draws as many cards until his hand limit is reached. At the start, each player has a hand limit of three cards. *This is indicated on the player´s farm.*

Each farm extension of a player plus a few helpers increase the hand limit.



Attention: The hand limit is only in effect at this time; during a game turn a player may have more cards in his hand than his limit would allow. Sometimes a player has to discard surplus cards of his choice at this moment.

2. Take income



Each player takes his income from the pool.

At the start of the game no player has any regular inco-

me. *Blue craft markers* at a farm (three of them, see 8.3.1) and farm extensions with a blue part produce income for a player. Income may be silver, harvest goods, pigs, or trade commodities.



3. Growth on fields and pig offspring



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

One harvest good is placed on each **empty** *field* of a player. He takes one of his player markers and places it on the field.



If a player has *at least* two pigs, he gets *one* pig as offspring.

Note: To receive this additional pig, a player must have the necessary space in his den(s). If he does not have the space, he does not get offspring (a player may not sell the newborn pig immediately!). *The farm has space for two pigs, the appropriate farm extensions have space for one pig each. Even with several pigs a player only gets one pig as offspring.*



4. Purchase roof markers



Each player may purchase *one* of the roof markers of the current turn (frontside up) now. This is always done in player turn order.

Attention: In the first game turn the players purchase roof makers in *reverse* turn order!

A roof marker depicts its costs in silver. **Note:** The price corresponds to the current game turn, starting with 1 silver in turn 1 and up to 6 silver in the last, sixth, game turn.

Purchased markers are placed at the *leftmost empty* roof marker space on the farm (this space does *not* have to correspond to the current game turn!). A player immediately receives the victory points shown on the space which will be covered by the just purchased marker.



Each roof marker has a special function. This function may be used *once* per game by the owner when it is his turn. All roof markers are colored according to the phase(s) when they may be used. After they have been used they are turned to their flipside.

Note: Each player may buy one roof marker per turn. A farm only has five spaces, therefore a player may only buy a maximum of five markers (however, see farm card *Storage Builder*).
A purchased roof marker may not be discarded.

Roof markers have the following functions:

✿ Take one olive (take one grape)



The player takes one olive/grape and places his player marker in the corresponding den at his farm.

✿ Take one grain or one olive



The player takes one grain or one olive and places his player marker in the corresponding den at his farm.

✿ Take any harvest good



The player takes any harvest good (olive, grain, grape) and places his player marker in the corresponding den at his farm.

✿ Take two different harvest goods



The player takes two *different* harvest goods and places two of his player markers in the corresponding dens at his farm.

✿ Take one pig



The player takes one pig and places his player marker in one of his pig dens. If the player has no empty space for the pig, he has to sell it immediately.

✿ Upgrade one resource free of charge



The player may upgrade any one of his resources free of charge and move it from its field or den to the corresponding den for upgraded goods.

✿ Carry out one delivery



The player may carry out one delivery (see 8.3).

✿ Play one card or draw one card



The player places one of his cards from his hand to his farm (keeping the costs for farm extensions in mind, see 6.0!) or takes the top card from the draw deck to his hand.

✿ Receive 1 victory point



The player receives 1 victory point from the pool.

✿ Receive 2 silver



The player receives 2 silver from the pool.

✿ Flip over one roof marker



The player flips back one already used roof marker to its frontside. He may use it again.

✿ Advance one or two steps on the siesta track



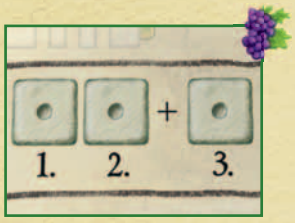
The player may advance one or two steps on the siesta track (see 8.2). He advances his marker disc accordingly by one or two spaces on the track.



7.0 REVENUE PHASE II

7.1 Take Revenue Dice

The start player takes a number of dice according to the number of players (see 4.0), rolls them und places them to the left of the corresponding *revenue spaces*.



In game turn order each player takes one die and places it on the left die space of his farm. Afterwards the player immediately conducts the respective action!
When each player has taken one





die and conducted an action, each player, again in game turn order, takes a second die, places it on the right die space of his farm and conducts the respective action.



Finally, one die will remain next to a revenue space. *All* players now conduct the action of that die in game turn order.

7.2 The Revenue Spaces



✿ **Die number 1: Take one pig**
The player takes one pig and places one of his markers on a pig den space. If a player does not have an empty pig den space, he has to immediately sell the pig.



✿ **Die number 2: Play a card, draw a card or take a harvest good**
The player may choose between the following options:

1. He tucks one of his cards from his hand under his farm (taking into account the costs for farm extensions!) *or* he takes the top card from the draw deck to his hand.
2. He takes any harvest good (olive, grain, grape) and places one of his player markers on the respective den of his farm.



✿ **Die number 3: Take two different harvest goods**
The player takes two *different* harvest goods and places two of his player markers on the respective dens of his farm.



✿ **Die number 4: Take 4 silver**
The player takes 4 silver from the pool.



✿ **Die number 5: Upgrade two resources free of charge, upgrade one resource free of charge and advance one step on the siesta track, or advance two steps on the siesta track**
The player may choose between the following options:

1. He may upgrade any two of his resources free of charge and move them from their respective fields or dens to their new dens for upgraded goods.
2. He may upgrade any one of his resources free of charge and move it from its respective field or den to its den for upgraded goods. In addition he may advance one step on the siesta track.
3. He may advance two steps on the siesta track.

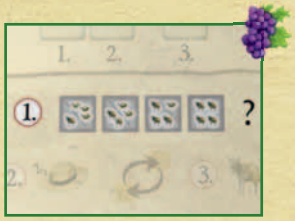


✿ **Die number 6: Carry out one delivery or take 2 silver**
The player either carries out one delivery (see 8.3) or takes 2 silver from the pool.

8.0 TRANSPORTATION PHASE III

The transportation phase consists of four steps. Step 1 is done simultaneously, all other steps are conducted in game turn order. One step is completely finished before the next step is started.

8.1 Choose Donkey Marker

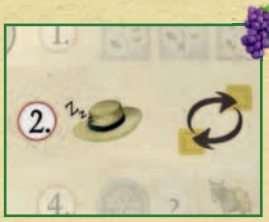


Each player secretly chooses one of his available donkey markers and places it, flip-side up, in front of him.
In the first game turn the players have all four donkey markers available. In the second turn the previously chosen marker is unavailable; in the third turn the markers selected in turns 1 and 2 are unavailable.
At the start of the transportation phase of the fourth game turn, the players may choose from all four donkey markers again. Afterwards, game turns 5 and 6 are handled like turn 2 and 3.



When all players have chosen a donkey marker, all players turn over their markers simultaneously.

8.2 Advance on the Siesta Track and Determine the New Game Turn Order



In game turn order the players now advance, according to their chosen donkey marker, 0, 1, 2, or 3 steps on the siesta track. If a player ends at a space that is already occupied by a disc of another player, he puts his disc on top of any disc(s) already there.

Note: One of the craft markers increases the number of steps (see 8.3.1).



If a player has reached the topmost space of the siesta track he *cannot advance anymore*.

Now the new game turn order is determined according to the siesta track. The player who has advanced farthest on the siesta track is the new start player and gets game order marker 1. The player who is second receives game order marker 2 etc. If two or more players occupy the same space on the track, the player whose disc is farther *at the top* will act earlier and gets the game turn marker with the lower number. **The new turn order is immediately in effect. The discs stay on their positions for the time being.**

8.3 Carry out Deliveries



In new game turn order the players carry out their deliveries.
***Each donkey* symbol on a donkey marker represents *one* delivery.**
The number of donkey symbols on a marker is the maximum number of deliveries a player may carry out.



Note: One of the craft markers increases the number of deliveries (see 8.3.1).

One delivery either is transported to one of the craft buildings or to a market barrow tucked under the top of the farm. If a player has more than one delivery he may send them to craft buildings and market barrows (in any order) in one step.

Each player does all his deliveries that are allowed by the donkey marker. Only afterwards the next player does his deliveries.

When a player has carried out all deliveries, he places his donkey marker, flipside up, in the top left corner of his farm. This marker is not available for the time being (see 8.1).

8.3.1 Deliveries to Craft Buildings in the Village

Each player may carry out deliveries to all six craft buildings. However, at the start of the game three of the six buildings are "blocked" and have a marker to denote this (see 8.3.2). Blocked buildings may not be delivered.

Each craft building has *one* symbol row for each player. Symbol rows are separated by lines. A player chooses an empty row when he carries out his first delivery. He is now assigned to that row. The symbols show which farm goods have to be transported to a building.

A player may deliver farm goods to various craft buildings in one transportation phase.

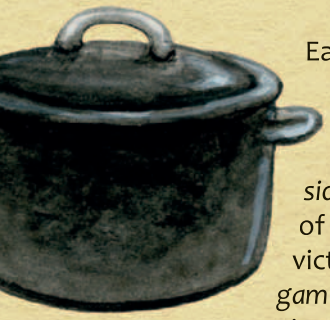
To carry out a delivery, the player takes the farm good in question or the trade commodity from his farm and places one of his player markers onto the symbol in "his" row at the craft building. Farm goods may be delivered in any order to a building; a player does not have to deliver them in the order shown in his row. Buildings may get deliveries over several turns.

When a player has carried out *all* deliveries to a craft building (i.e., there are his player markers in each space of his row), he *immediately* transfers one of these markers to one of the spaces at the building highlighted in light-gray. Additional



deliveries by this player to this building are not possible. His other player markers are put back from the symbol spaces to his pool.

If the player is the *first* one to transfer his player marker in this way, he immediately takes the victory point from the gray spot.



Each player who may transfer his player marker in this way, also takes one of the craft markers from the building, places it, *frontside* up, on the corresponding space of his farm and receives a number of victory points *according to the current game turn* (therefore, the first player receives an additional victory point). Each player keeps his craft markers until the end of the game.



The player may *immediately* use the function of the marker once! **Note:** As a reminder, the frontside of the markers is somewhat lighter than the flipside. At the end of the game turn all markers are turned to their flipside.

Four of the six markers allow the owner to use the marker´s function once in the respective phase starting in the next game turn.
The color of the marker corresponds with the color of the phase(s) in which the marker may be used:

- **Blue:** The markers increase the income.
- **Gray/Green:** May be used in the Revenue or Transportation Phase.
- **Gray:** Special function the Transportation Phase.

The craft markers have the following functions:

Merchant House



The merchant house brings the player 3 additional silver in step 3 of the farm phase (and immediately, when the marker is taken).

Wainwright



The wainwright allows an additional step on the siesta track in step 2 of the transportation phase and an additional delivery in step 3 of the transportation phase (*not* in step 4 – extra deliveries!).
When the marker is taken, the player immediately carries out a delivery and takes as many victory points (once) as his disc on the siesta track shows.

Deli



The deli earns the player one trade commodity in step 3 of the farm phase (and immediately, when the marker is taken).

Greengrocer



The greengrocer allows the player to take any resource in step 3 of the farm phase (and immediately, when the marker is taken).

The following two markers may be always used by the owner (including several times!) starting in the next game turn, when the respective conditions are fulfilled:

Village Store



The village store allows the player always to take 2 victory points, when he receives any craft marker (and immediately, when the marker is taken).

Normally the village store is used in step 4 of 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 die with number 6.

✿ Butcher



The butcher always earns 1 additional victory point for a player when he is scoring a market barrow (i.e., he has completely filled it and "sent it to the village"). When he takes the marker, he may immediately take as many victory points as he currently has market barrows at his farm.
Normally the butcher is used in step 3 of the transportation phase – however, he may be used in the revenue phase if a player has scored a market barrow after a delivery following the use of a die with number 6.



8.3.2 Blocked Craft Buildings

At the start of the game three craft buildings are "blocked" (i.e., access to them is barred) and occupied by building order markers. At first, these buildings may not receive any deliveries.
As soon as the *first* craft building has been *completely* supplied by a player (and one of his player markers has been moved to the light gray space), building order marker 1 is removed and put back into the game box. Starting *immediately*, this building may be supplied by all players (even in the same game turn).
The player who has triggered this effect takes the victory point from the symbol rows as a reward.



Building order marker 2 is removed in the same way when the *second* craft building has been *completely* supplied by a player; building order marker 3 when the *third* craft building has been *completely* supplied by a player. These buildings may also be supplied immediately afterwards. Each time the triggering player receives a victory point.

8.3.3 Deliveries to Market Barrows

A player may supply *one or more* of his *own* market barrows.

The symbols on a market barrow (farm card) determine which farm goods have to be delivered to the barrow. The farm goods may be carried to the market barrows in any order and over several game turns.

First the player removes the farm good from his farm or field and places a player marker on the corresponding symbol of the market barrow.

When a player has supplied a market barrow

completely (i.e., there is a player marker on each symbol space), he takes the number of victory points shown on the card (2 to 6) and places a player marker as a trade good onto the central space of his farm. Afterwards the card is removed from the farm and placed onto the stack of discarded farm cards (front side up). The markers are put back into the pool.



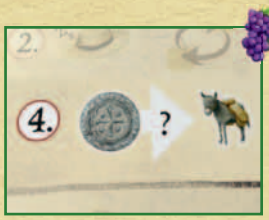
Afterwards he places one of his player markers on an empty space of the market space whose number corresponds with the victory point number of the market barrow. Now the player removes *all* markers of other players on market spaces that are *adjacent* to the newly placed marker and have a *lower* number. He gets 1 victory point per removed marker.

Removed markers are put back into the pool of the owning player.

Attention: In the rare case that all market spaces corresponding to the number of the market barrow are already occupied, the player removes another player´s marker from its space *directly when inserting the marker on the market*. Afterwards all adjacent markers of lower value are again removed! He receives 1 victory point per removed marker.



8.4 Purchasing and conducting Extra Deliveries



Each player may now - in game turn order - purchase extra deliveries (costing 1 silver each). No player has to buy extra deliveries.
Attention: The number of extra deliveries is the number of extra delivery symbols on the farm tableau (far right) plus the gray rows of farm extensions. Each of these extra deliveries allows the player to carry out one delivery to a craft building or a market barrow, see 8.3.

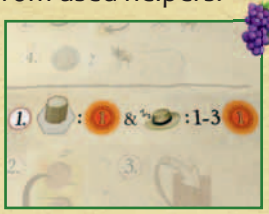
At the start of the game each player may purchase one extra delivery. Certain farm extensions allow additional extra deliveries.

A player purchases all extra deliveries that he intends to carry out at once. Afterwards he carries all of them out. *A player does not have to buy all extra deliveries that are available to him!*



9.0 SCORING PHASE IV

The players remove markers from used helpers. Afterwards they conduct four steps. In the last game turn the last two steps are omitted.



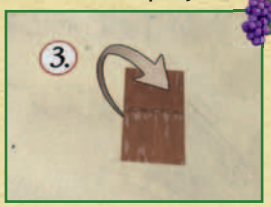
1. Each player receives 1 victory point per player marker of his own that is on the market

(a player does not get victory points for his player markers on craft buildings).

2. Each player receives 0, 1, 2 or 3 victory points according to his position on the siesta track.
3. The marker discs of the players on the siesta track are put back. The discs are placed back to space "0" as a stack. According to the current turn order the disc of the start player is at the top (the player with game order marker 1), below is the disc of the second player etc., at the bottom is the last player.



4. The start player flips over the roof markers for the next game turn. All players turn, if necessary, their craft markers on their farms to the flipside.





10.0 END OF THE GAME

La Granja ends after six game turns.

At the end of the sixth game turn all players may conduct these two steps:

1. They exchange their player markers on the farm according to the normal sales prices (resources) or conversion prices (trade commodities) into silver.
2. 2. Afterwards they exchange their 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, among the tied players the player with the most silver remaining is the winner. If there is still a tie, there are several winners.

11.0 THE SOLITAIRE GAME

La Granja may be played solitaire, especially to learn key mechanics. All rules are in effect with the following exceptions.

Set Up

1. The components of one player plus the player marker in a second color are needed (for the "neutral player").
2. Five dice are used.
3. Game 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 game 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 two roof markers.

Game play

1. **Revenue phase:** If the player is the start player (he has game order marker 2), he chooses one die. Afterwards one die is discarded – in the first, second, and third game turn the die with the lowest number, in the fourth, fifth, and sixth game turn 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, he receives 1 victory point per marker.
2. **Transportation phase:** If he is the start player, he carries out his complete transportation phase. Afterwards one card is drawn from the draw deck. Now the neutral player places a marker on a sapce of the market corres-

ponding 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, he places his 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 his 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 his 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 his transportation phase.

3. **Scoring phase:** If the player reaches at least the third space of the siesta track, he is the start player in the next game turn. Otherwise he plays second.



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End Notes

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 for 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.
The authors would especially like to thank Stefan Feld, H@ll Games, Uwe Rosenberg and last but not least their significant others Linda and Claudia for their support.

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