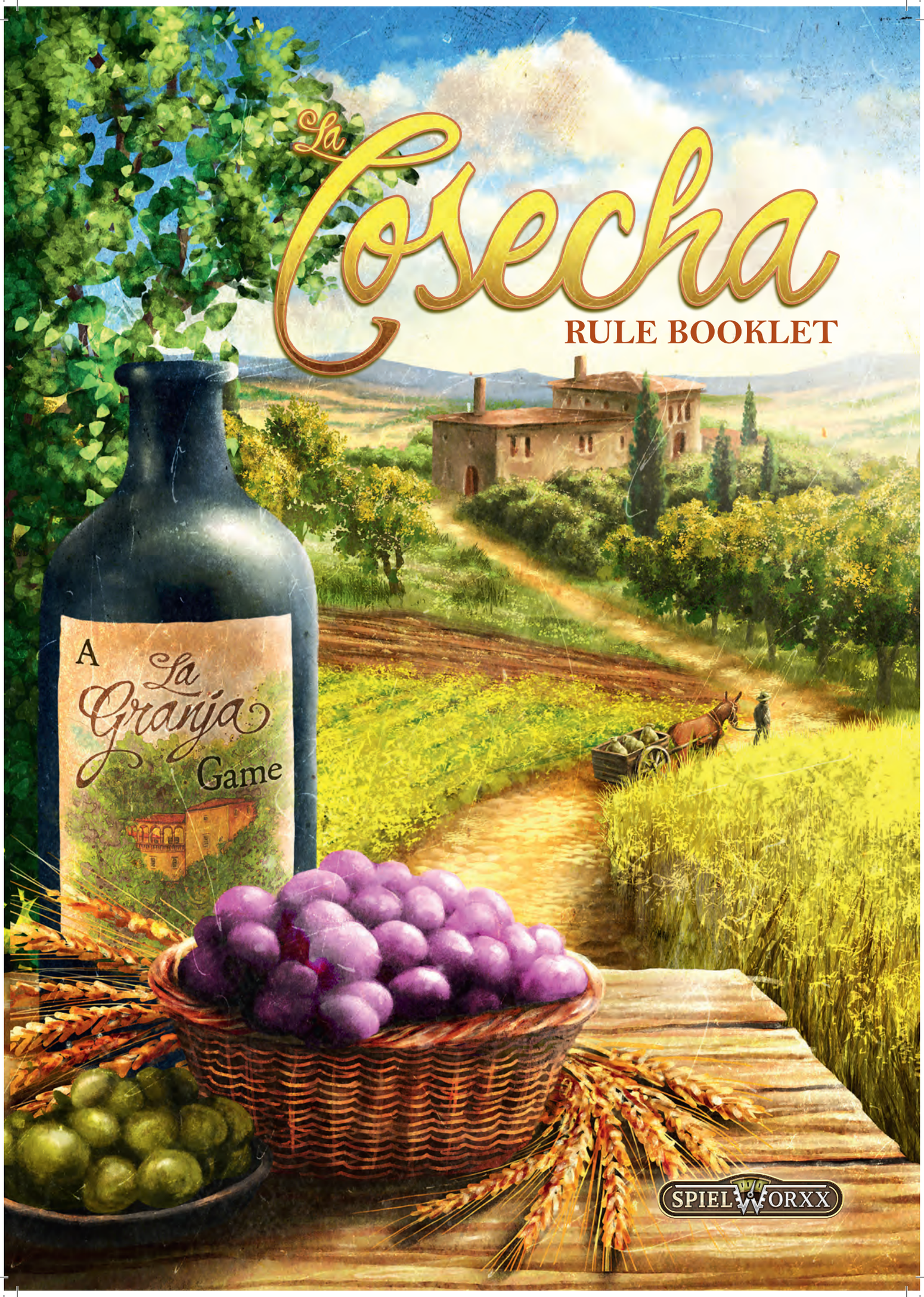
La Cosecha
RULE BOOKLET
A La Granja Game
SPIEL VORXX

THE STORY BEHIND LA COSECHA

by ode.

When I approached Spielworxx in the midst of the COVID-19 pandemic and suggested creating an entire series of *"La Granja"* games, Uli Blennemann was, to my great delight, immediately enthusiastic.

At Uli's request, we also wanted to revisit *No Siesta*, which had by then sold out. *No Siesta* was originally developed by Spielworxx, but due to its lower complexity, it was published through ADC Blackfire.

After some time, we decided to design a completely new game–one that would pick up elements of *No Siesta* but at the same time bring in fresh ideas and new challenges. Because I greatly value collaboration with other designers, I asked my friends Isra and Shei–both big fans of *La Granja* and *No Siesta*, and outstanding "roll & write" designers–if they would like to join the new project. To my delight, they immediately agreed! At the same time, the opportunity arose to bring my friend Mike Keller on board as well. After developing *No Siesta* in 2015 on my own, following the work on *La Granja*, it was wonderful to "get the band back together." Mike was instantly excited too.

Together with my three co-designers, I settled on the general approach and direction we wanted to pursue. From this collaboration, many great ideas emerged. It was my task to refine and weave them together into a new game. We completed our work on La Cosecha in the summer of 2024, then handed the project over to Spielworxx for further development and illustration.



ACKNOWLEDGMENTS

My thanks go to Isra, Shei, and Mike for the wonderful collaboration, and to my playtest groups for their valuable feedback. I would especially like to mention Dirk Schröder, who–once again–was indispensable to me.
In addition, I would like to thank the following people for their efforts in playtesting the game:

Karina Weening, Carsten Burak, Dagmar Bock, Inge Fromm, Martina Weidner, Suzan & Eerko Vissering, Nathalie Licht, Fiona Vom Brocke, Olinda Marinho E Campos, Debora Zahel, Zach Carter, Tobias Rieger, Michael "Brett Pit" David, Julius Kündiger, Marion Salger, and the gaming groups of the Geimerei club.

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Cincinnati, OH 45215
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www.capstone-games.com

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A Granja Game

La Cosecha

An exquisite roll & write game for 1–4 players
by Shei S. & Isra C. and MiKe & ode.,
illustrated by Harald Lieske

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INTRODUCTION

It's harvest time on Mallorca. In *La Cosecha* (Spanish for "the harvest"), you run your farm in the idyllic hamlet of Alpich near the town of Esporles. Each round, you harvest goods such as olives, grapes, and grain to mark boxes in different areas of your farm sheet. Fields need tending, the barn roof needs covering, and market carts want loading–your farm is full of opportunities!

Often, you'll need upgraded goods such as food and wine, which you must first produce from harvested goods. You'll have to balance short-term revenue needs against long-term goals. In addition, you can acquire tools and farm extensions with special abilities that may give you the decisive edge.

The player who manages to use their revenue most effectively, combine the strongest bonuses, and keep an eye on the competition will earn the greatest renown and win the game.

La Cosecha is set in the world of La Granja. It draws on elements you may already know from La Granja (Spielworxx, 2014), No Siesta (ADC Blackfire, 2016), and El Burro (Spielworxx, 2024), while still being a completely standalone game with fresh ideas and challenges. You can read more about the origins of La Cosecha on page 2.

GETTING STARTED AND FARM SHEETS

The game includes two different farm sheets:

- **La Fiesta** 🍽, where you host a banquet, and
- **El Camino** 🚶, whose long road leads you to the Port de Palma.

Both share the same core rules, but each sheet offers its own challenges and level of difficulty.

Start with *La Fiesta* to become familiar with the game. This rulebook explains the game using the Fiesta farm sheet. Any changes required for the Camino farm sheet are indicated by the 🚶 icon. All Camino-specific changes are also summarized in their own chapter, starting on page 16.

You can also play the game solo using whichever farm sheet you like. Face the imaginary opponent Leon and try to beat your own high scores. The solo rules begin on page 21.

COMPONENTS

All game components that are specific to the **La Fiesta** or **El Camino** variants are marked accordingly, either with the symbol of the respective variant in the corner *(farm sheets, revenue boards, market boards, and certain tools and farm extensions)*, or by light/dark coloring *(siesta tokens and bonus tokens)*.

2 pads
(with 100 sheets each)



La Fiesta farm sheet



El Camino farm sheet

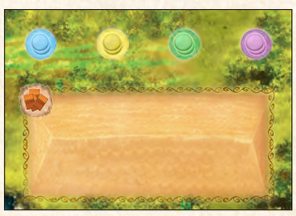
Boards

4 revenue boards
(1 per color)



Front: La Fiesta
Back: El Camino

1 depot board
(for the roof tokens and disc reserve)



1 siesta board



Front: 2–4 players
Back: solo

1 player aid board



Front: La Fiesta
Back: El Camino

1 La Fiesta market board



Front: 2–4 players
Back: solo

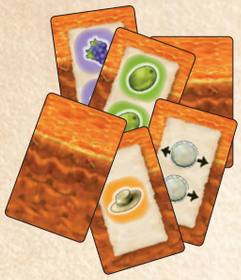
1 El Camino market board



Front: 2–4 players
Back: solo

Tokens

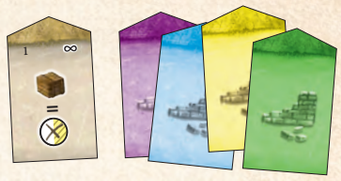
24 roofs



44 tools
(11 per color)



32 farm extensions
(8 per color)



Each player color has the same set of 11 tools and 8 farm extensions.

2 siesta tokens



Fiesta side (light background)



Camino side (dark background)

3 Fiesta bonus tokens
(light frame)



Bonus on either side

7 Camino bonus tokens
(dark frame)



Bonus side front

Scoring side back

Other

4 pencils



44 discs
(11 per color)



9 revenue dice



1 dice rondel
(with 6 spaces corresponding to the die faces)



4 double discs
(1 per color)



18 revenue cards



1 donkey pawn
(start player token)





SETUP

Choose the variant you would like to play:

La Fiesta or **El Camino**

For your first game, choose the Fiesta variant.

The following setup steps describe La Fiesta for 2 to 4 players; changes for El Camino are noted where applicable. The changes to the solo game are explained from page 21 onwards.

General Setup

1. Place the **market board** of the chosen variant in the center of the table. Make sure the 2–4 players side is face up *(see the icon at lower left)*.
   - El Camino: Place 4 random Camino bonus tokens *(dark frame)* on the market board, each with the scoring side face up.
2. Place the **siesta board** in the center as well. Make sure the 2–4 players side is face up *(see the icon at lower left)*.
   - Place the **2 siesta tokens** on the two small squares of the siesta board, each with the light "+1 disc" side face up.

     El Camino: Instead, place the 2 siesta tokens with the dark milestone side face up on the small squares.
   - Place the **3 Fiesta bonus tokens** *(light frame)* randomly on the large squares of the siesta board with random sides face up.

     El Camino: Instead, place the remaining 3 Camino bonus tokens *(dark frame)* randomly on the large squares of the siesta board, bonus side face up.
3. Place the **depot board** between the other two boards.
4. Shuffle the **24 roof tokens** and spread them out, face down, to form a supply on the depot board.
5. Place the **player aid board** where everyone can see it, with the chosen variant face up.
6. Place the hexagonal **dice rondel** in the center of the table.
7. Shuffle the **18 revenue cards** into a face-down deck. Draw the top 6 revenue cards and place them face up around the rondel so that each card touches one edge.
8. Set out the following number of **revenue dice**:
   - 2 players: 5 dice
   - 3 players: 7 dice
   - 4 players: 9 dice

   Return any unused dice to the box.
9. The player who last petted a donkey takes the **donkey pawn** and becomes the starting player for the first round.

Player Setup

10. Take a **pencil** and a **farm sheet** of the chosen variant and place it in front of you.
11. Choose a player color and take the **revenue board** of that color. Flip it to the side of the chosen variant and place it above your farm sheet.
12. Take the set of **11 tool tokens** in your player color.
    - 4 tools are marked in the top-left corner with a variant icon. Return the 2 tools that do not match the chosen variant to the box.
    - From the remaining 9 tools, the starting player randomly removes 2 tools and returns them to the box. All other players remove the same 2 tools from their sets as well.
    - Place your 7 remaining tools face up next to your revenue board.
13. Take the set of **8 farm extension tokens** in your player color and repeat the steps above: remove the 1 farm extension from the other variant, then remove 2 random farm extensions and place your 5 remaining farm extensions face up next to your revenue board.
14. Take the **11 marker discs** in your color.
    - **a.** Place 6 discs in your supply *(left side of your revenue board)*.
    - **b.** Stack 2 discs next to the deck of revenue cards. *(You will automatically gain these discs into your supply during the game.)*
    - **c.** Stack 2 discs on the depot board. This is the reserve. *(You can unlock these discs during the game.)*
      - If farm extension #3 is in play, also place your **double disc** on the depot board; otherwise, return it to the box.
    - **d.** Keep your remaining disc within reach for the next step.

Choose a Start Bonus

Finally, choose **start bonuses** in order, beginning with the player to the right of the starting player, then continuing counterclockwise. Place your remaining disc on a free start space of your choice at the bottom of the siesta board and immediately mark one of the circular boxes on your farm sheet that matches the chosen start bonus. Each start space may be chosen by only one player.

NOTE: *Before you perform this last step, you should have read the rules (or had them explained at the table) so that you can judge the impact of your choice.*



Example: *You choose the grape space as your start bonus and place your remaining disc on that space. Then you mark a circular grape box of your choice on your farm sheet.*

Setup for 3 players









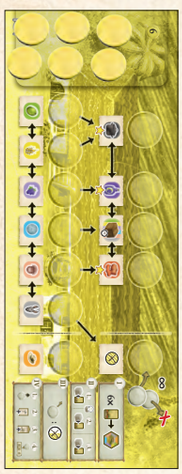


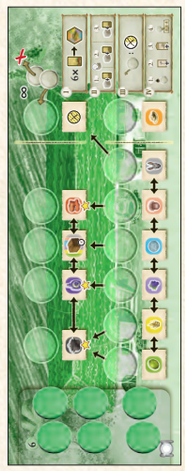




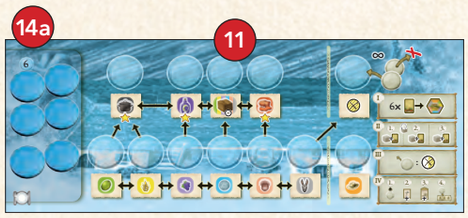






















COURSE OF THE GAME

A game of La Cosecha is played over **9 rounds**.
Each round consists of the following **4 phases**:

- (I) **Refresh Cards**
- (II) **Revenue Phase**
- (III) **Marking Phase**
- (IV) **End of Round**

The Revenue Phase and the Marking Phase are the main phases of the game. In the Revenue Phase, you gain different types of revenue and bonuses by taking turns drafting revenue dice from the rondel and resolving the associated revenue card. You use discs from your supply to keep track of the revenue gained, with each disc representing one good of one type. You do not mark boxes during the Revenue Phase. Only in the Marking Phase do you spend your goods to mark boxes in the different areas of your farm sheet. Each area works a little differently.

NOTE: *The sequence of play is illustrated on the player aid board and also along the right-hand side of your revenue board.*

After 3 rounds, the revenue cards are depleted and are reshuffled. When the cards are depleted for the third time *(after 9 rounds in total),* proceed to final scoring.
The player with the most victory points wins!

(I) Refresh Cards

IMPORTANT: *This phase is skipped in the very first round.*

At the start of a new round, draw the top **6 revenue cards** from the deck and place them face up around the dice rondel. Begin at the hat space and continue clockwise. Place the new cards directly on top of the previous round's cards.

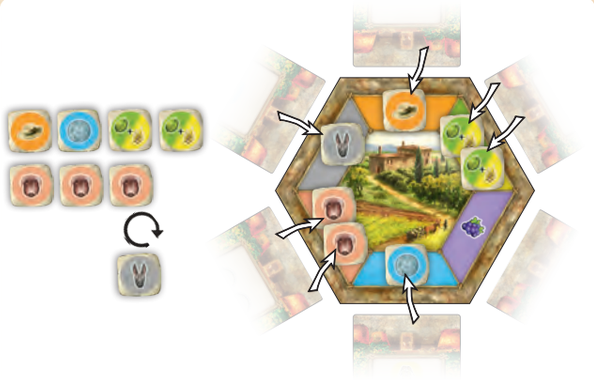
If you cannot reveal new cards because the **deck is empty**, each player takes 1 disc of their color from next to the deck and adds it to their supply; from now on you have 1 additional disc. Then shuffle all face-up cards into a new deck and place 6 new cards around the rondel.

(II) Revenue Phase

IMPORTANT: *During this phase, you do not mark any boxes on your farm sheet–that happens only during the Marking Phase.*

The starting player rolls all revenue dice once and places them on the dice rondel according to their faces. The six faces of each revenue die correspond to the six revenue spaces on the rondel.

At most 2 dice may occupy any revenue space with 1–3 players, or 3 dice with 4 players. If more dice show the same face, place the extra dice on the next revenue space clockwise and rotate them to match that space. If that space is also full, continue to the next space, and so on.



Example: *In a three-player game, Anna is the starting player and rolls 7 revenue dice. The dice show 1 hat, 1 silver, 2 olive + grain, and 3 pigs. Because with three players only 2 dice may be on any revenue space, the third pig die is rotated to a donkey before the dice are placed on the rondel according to their faces.*

Dice drafting proceeds in three steps:

1. Starting with the starting player and then proceeding clockwise, each player takes their **first revenue die** from the rondel, uses a disc from their supply to add the shown revenue to their revenue board, and resolves the associated revenue card. You decide whether to gain the die's revenue first or resolve the card first.
2. After each player has taken their first die, the starting player **re-rolls all dice** still on the rondel and places them again following the same rules. Then, in turn order, each player takes their **second revenue die**, adds the revenue to their board, and resolves the associated card. Again, you choose the order of die and card.
3. Finally, one last die remains on the rondel: the **shared die.** All players gain this final combination of die and card. Leave the die on the rondel, add its revenue, and resolve the associated card, choosing the order as before.

El Camino: From the shared die, you gain either the die's revenue or the card's bonus.

NOTE: *The starting player has the widest choice, but the last player in turn order decides which combination remains for everyone.*

Example: *Anna takes her first die from the rondel and resolves the associated card. Ben and Caro then each choose 1 die and resolve its card. Anna re-rolls the remaining 4 dice. In order again, Anna takes her second die and resolves its card, then Ben, and finally Caro. The last remaining die–card combination is gained by all three.*

GAINING AND TRACKING REVENUE

Whenever you gain any revenue, take one disc **from your supply on the left and place it on the round space of your revenue board** that matches the type of revenue gained.

Any number of discs may occupy the same space–simply stack them.

Each disc on a space of your revenue board represents exactly 1 good of the depicted type.

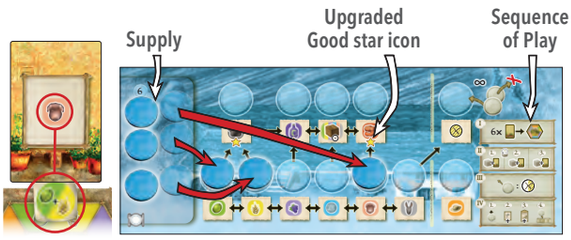
Your revenue board has two rows:

- The lower row shows the **6 basic goods** – olive, grain, grape, silver, pig, donkey – plus the hat. These are the goods you gain from dice and cards. Olive and grain share one die face *(you always gain both at the same time).*
- The upper row shows the **3 upgraded goods** – food, wine, and meat – plus trade goods and, at the far right, a joker space. Upgraded goods are marked with a star icon, which stands for any upgraded good.

Using certain effects, goods can be upgraded along the vertical arrows and converted along the horizontal arrows *(see right).*

Additional rules:

- If a die shows **"olive + grain"**, you add both goods simultaneously to your revenue board, using one disc each.
- If you have **no discs left in your supply**, you cannot gain additional revenue. You may not voluntarily return discs to your supply *(except at the end of the round).*
- If you **would gain more revenue than you have discs**, you choose which type of revenue to add and which to forfeit.
- **Every revenue is optional.** You may decline any single type of revenue even if you have enough discs to add it.



Example: *You choose a die showing "olive + grain" and, from the associated card, also gain 1 pig. You add all three goods to your revenue board by placing one disc from your supply on each matching space. If you did not have enough discs in your supply for all three goods, you would have had to choose which ones to add and which to forfeit.*

RESOLVING REVENUE CARDS



In addition to the die, resolve the revenue card next to the revenue space of the rondel from which you took the die. You decide whether to gain the die's revenue first or resolve the card first. Resolving the card is optional–you may skip it entirely or resolve only part of it.

As a rule, you gain everything shown on the card. However, if the card shows a **horizontal divider** in the middle, you can choose to receive either the upper or the lower bonus.

The following card bonuses are available:



Gain a revenue

Add the revenue by placing one disc on your revenue board *(here: 1 silver).* This works exactly like revenue gained from a die.



Convert a good

Choose 1 disc on your revenue board and move it 1 step left or right along a horizontal arrow. This converts the good into the adjacent type. *(Between donkey and hat there is no arrow but a divider; one cannot be converted into the other.)*



Example: *You move a grain one step left along a horizontal arrow, converting it into an olive. Alternatively, you could move it right to become a grape.*



Upgrade a good (1× or 2×)

For each upgrade symbol, choose 1 disc in the lower row of your revenue board and move it up along a vertical arrow. This upgrades a basic good into an upgraded good or a trade good.

Each variant has an additional upgrade path:
: donkey to yellow joker; : donkey to wagon wheel.



Example: *You upgrade grain along a vertical arrow to become food.*

Additional rules:

- Olives and grain can both be upgraded to food: 1 olive to 1 food, or 1 grain to 1 food. *(You do not need olive and grain together to make food.)*
- Hats cannot be upgraded.
- If you do not have, or do not wish to use, a disc that can be upgraded, the upgrade is lost.
- At the end of the round, basic goods will be upgraded automatically. The advantage of upgrading earlier is that the upgraded goods can be used during the Marking Phase of the same round.

Resolve an adjacent card

Resolve either the card directly to the left or directly to the right of your current card. If that card also shows this bonus, you "leap" one more card further, as shown in the example below.



Example: *You choose the donkey die. Its associated card allows you to resolve the card to its left or right. This gives you a choice of either two upgrades* A *or one pig* B.



III Marking Phase

During the Marking Phase, you can use any number of goods from your revenue board to mark boxes on your farm sheet, thereby gaining victory points and useful rewards. The starting player begins, then play proceeds clockwise.

> **NOTE:** *If everyone is familiar with the game, you can play the Marking Phase simultaneously to speed up the game.*

Your farm sheet is divided into **different areas**. First, here are the general rules for marking boxes, followed by the area-specific rules. You can choose whichever approach you prefer. You can focus on one area or spread your markings across several, as long as you follow the rules for each area.

As a general rule, **for each good you spend, mark 1 circular box of the corresponding type on your farm sheet**. To spend a good, take 1 disc of that good from your revenue board and return it to your supply. You can reuse these discs again in the same turn to mark rewards *(see below)*.



Example: *You spend 1 olive by returning the corresponding disc to your supply. In return, you mark 1 circular olive box on your farm sheet.*

The type of good you spend determines which type of box you may mark:

- Normally, you may mark **only circular boxes**. Hexagonal boxes follow special rules in their respective areas. The square boxes along the bottom are used during final scoring to record your victory points.
- **White circular boxes** require basic goods; **yellow circular boxes** require upgraded goods or hats, as indicated. Each box shows the required good through its icon and background color.
- Circular boxes with a **brown background** and a star ★ require any upgraded good of your choice.



Any basic goods that you do not spend during this phase will be upgraded automatically at the end of the round (➔ p. 15). Therefore, it can be worth saving some goods. However, doing so reduces the number of discs available to add revenue in the next Revenue Phase. You will need to weigh this up carefully.

Disc supply and additional discs

You start the game with 6 discs in your supply. The more discs you have, the more goods you can hold at the same time.

- At the start of rounds 4 and 7, you receive 1 disc from next to the deck.
- In addition, the discs in reserve on the depot board can be "unlocked" during the game *(in La Fiesta via the siesta track; in El Camino via your farm sheet)* or gained via tool #3 *(if in play)*.

SPECIAL GOODS

Some goods on your revenue board have special properties.



Spending Hats

Only a few circular boxes require a hat. You will mainly need hats for the siesta track. For each hat you spend during the Marking Phase, **either mark 1 hat circular box or advance 1 step on the siesta track.** *See p. 14 for details on the siesta track.*



Spending Trade Goods

For each trade good you spend during the Marking Phase, mark **1 white circular box in an area of your choice**. You may choose the box freely, but you must follow that area's rules. Trade goods can be used as a substitute for any basic good, but not for a hat or an upgraded good. As a reminder, the background of the trade good icon on the revenue board uses the colors of the basic goods.

You gain trade goods as rewards from the farm sheet or by upgrading silver.

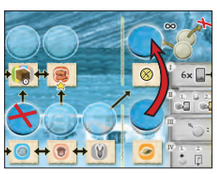


Yellow Jokers

Discs on your joker space can be spent during the Marking Phase to **mark 1 yellow circular box in an area of your choice**. You may choose the box freely, but you must follow that area's rules.

You may obtain a joker at any time during the Marking Phase by exchanging **2 goods into 1 yellow joker**. Move one disc representing a good onto the joker space of your revenue board. In addition, you must "sacrifice" a second disc, currently tracking a good, by placing it into the reserve on the depot board. You will then have one fewer disc available to add revenue.

In La Fiesta, you also have the option to upgrade donkeys into yellow jokers.



Example: *You exchange 1 silver and 1 hat into a yellow joker. Move one of the discs to the joker space and place the other into the reserve on the depot board.*

REWARDS



You will often receive a reward when you mark a box or complete an area. Rewards are always shown on a **paper background** below or beside a box. How you obtain a reward varies by area, but the same basic rules apply to all rewards.

Always resolve the effect immediately before making your next mark. Then strike out the reward to show that you have used it. The most common rewards are victory points, trade goods and an instant cross. Other rewards are explained in the relevant area section.



Victory Points

When you receive victory points as a reward, circle the VP icon instead of striking it out. At the end of the game, record these points into the square boxes along the edge of your farm sheet.



Trade Good

When you receive a trade good as a reward, add it as usual by placing a disc on your revenue board. If you do not have a disc available at that moment, you may spend the trade good immediately *(and mark 1 white circular box of your choice)* instead of adding it to your revenue board.

IMPORTANT: *This exception (spend immediately instead of adding) applies only to goods and rewards gained during the Marking Phase, never during the Revenue Phase.*



Instant Cross

This reward allows you to mark one additional circular box immediately without spending a good. The icon shows whether you may mark a white ⊗, yellow ⊗ or any circular box ⊗. In addition:

- You may choose the box freely, but you must follow the rules of that area.
- If the icon also shows an area symbol, you must mark a box in that specific area.



- You must use the instant cross immediately; you may not save it for later.

NOTE: *Instant crosses can create "chain reactions." Therefore, proceed step by step: spend a good, return the disc to your supply, mark a box, strike out and resolve the reward, and so on.*

THE AREAS OF THE FIESTA FARM SHEET

The Fiesta farm sheet consists of the following 7 areas:

- **Tools**
- **Warehouse & Stable**
- **Banquet**
- **Farm Extensions**
- **Long-Distance Trade**
- **Market Carts**
- **Barn Roof**

In addition, you can spend hats to advance on the **siesta track**.

Marking Area: Tools



The Tools area in the upper left is divided into 6 groups. Each group contains 2 to 4 circular boxes. You may choose **any order** in which to mark boxes within a group, and you may work on multiple groups at the same time. In short: there is no prescribed order.

When you complete all boxes in a group, you gain 1 tool token of your choice at the **end of the round** *(not immediately)*. Place it on the completed group; it provides a helpful ability. All tools are described in the appendix on the back of this rulebook.

Every two adjacent groups form a pair. **At the end of the game**, you score the victory points shown for each completed pair *(indicated by the black arrows)*.



Example: *You complete the second group during the Marking Phase. At the end of the round you choose a tool token and place it on that group. If you also complete the first group later, you will score 1 victory point for this pair at the end of the game.*

Marking Area: Farm Extensions



The Farm Extensions area works like the Tools area, but it requires upgraded goods. In return, farm extensions grant stronger abilities than tools.

You may mark the boxes in **any order**. When you complete a group, you gain 1 farm extension of your choice at the **end of the round** *(not immediately)*. All farm extensions are described in the appendix on the back of this rulebook.

At the end of the game, you score the victory points shown below each completed group.



Example: *You have already marked three boxes of the second farm extension. If you mark the final box, you may choose a farm extension at the end of the round, and you will score 2 victory points at the end of the game (as printed below that extension).*

Marking Area: Barn Roof



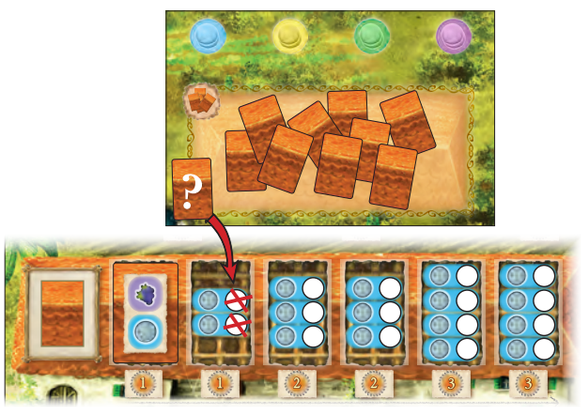
The barn roof on your farm sheet has six gaps that you can cover with roof tokens. You must work on the gaps **from left to right**: first the leftmost gap, then the one to its right, and so on.

All boxes of the barn roof require silver. As soon as you have marked all boxes of a gap, **immediately** draw 1 random roof token from the depot board and place it face up on the completed gap.

REMEMBER: *You gain roofs immediately; tools and farm extensions are gained at the end of the round.*

Using roof tokens: Each roof token may be used once per game during the Marking Phase for its bonus. To use it, flip it face down. Most roofs grant revenue; some grant an instant cross or allow you to upgrade or convert goods. Roof tokens that show victory points cannot be used this way; leave them face up and score them at the end of the game. All roof bonuses are listed in the appendix on p. 23.

At the end of the game, you score the victory points printed below each gap you covered.



Example: *You fully marked the first gap in a previous round. You can use the roof token from this gap once during a single Marking Phase, to gain 1 grape and 1 silver. You have just completed the second gap; immediately draw 1 random roof token from the supply and place it face up on that gap. At the end of the game, you will score 1 victory point for each of these two roofs.*

Marking Area: Warehouse & Stable



The warehouse for grain, olives and grapes is located at the lower left, with the stable for pigs and donkeys below it. You must mark each row from **left to right** *(as indicated by the arrow)* with the indicated type of goods. The rows do not have to be marked evenly.

At the end of the game, you score 1 victory point for each full column in the warehouse (a set of grain + olive + grape) and 1 victory point for each full column in the stable (a set of pig + donkey).



Example: *You have 1 olive and 1 donkey left this round that you cannot use profitably elsewhere. You therefore spend both goods to mark the next olive box in the warehouse and the next donkey box in the stable. You currently have three columns filled (two in the stable, one in the warehouse). Each of them will be worth 1 victory point at the end of the game.*

Marking Area: Long-Distance Trade



There are two Long-Distance Trade areas: the lower area for basic goods and the upper area for upgraded goods. Each area consists of several groups *(three above, six below)*, and each group is one trade you can complete. You may choose the order freely, but you may complete at most **1 trade of each type per round,** as indicated by this symbol: 1x.

To complete a trade and mark the hexagonal box, you must spend all the required goods at once. Unlike other areas, you may not satisfy the requirements over multiple rounds.

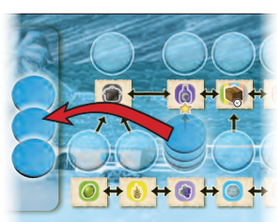




- For a **basic trade**, spend 3 goods of the required type at once and gain 1 trade good as a reward.
- For an **upgraded trade**, spend 2 goods of the required upgraded type at once and gain 2 instant crosses as a reward *(white/white, white/yellow, or any/any, depending on the trade).*

At the end of the game, each completed trade is worth 2 VP.

NOTE: *Long-Distance Trade boxes are hexagonal. Therefore, instant crosses cannot be used or combined with goods to mark Long-Distance Trade boxes.*





Example: *You have three grapes on your board. You spend all three at once to complete the grape trade. You immediately gain 1 trade good as a reward, and you will score 2 victory points at the end of the game.*

Marking Area: Banquet



The banquet in the center of the Fiesta farm sheet wants to be richly set. You must mark its boxes from **left to right** and may not skip any box. Each box requires **any upgraded good** *(that is, food, wine, or meat)*, as shown by the star icons ★. Alternatively, you may mark them with yellow jokers or yellow instant crosses.

The banquet **branches** at the three arrowed junctions. At the first two junctions, you must decide whether to continue straight or follow the lower branch. At the third junction on the far right, you must choose upper or lower. Once you have chosen a branch, you may not mark boxes on the other branch.



Example: *You have already marked the first three boxes of your banquet. For your next mark in this area, you must choose: either mark the next box straight ahead* A *or take the "detour" via the two lower boxes* B*. The lower branch is two boxes longer, but offers additional rewards.*

Most boxes grant a reward. In addition to trade goods, victory points, and instant crosses, there are the following special rewards:



- This **instant cross** must be used in the Market Carts area. You may choose the box freely *(donkey or another good, white or yellow)*, but you must follow the normal rules of that area.



- The **upper box of the second junction** grants one additional farm extension. Any player who marks this box takes one farm extension of their choice at the end of the round *(not immediately)* and places it on the space directly above the banquet. In this way you can have up to 5 farm extensions *(instead of four without this reward).*
- The **last box of the banquet**, whether on the upper or lower branch, grants additional victory points at the end of the game.



If you marked the **upper bonus box**, you score +1 VP for each of your completed farm extensions, including the additional farm extension directly above the banquet if gained.



If you marked the **lower bonus box**, you score +2 VP for each of your completed Long-Distance Trades in the upper area *(the one with upgraded goods).*

Marking Area: Market Carts



The Market Carts area consists of three rows, each representing a separate market cart. Your goal is to load the carts with the shown goods and hitch the required donkeys to gain its rewards.

For each cart, you must mark the **goods from left to right**, as indicated by the arrows between the carts. Donkeys are exempt from this sequencing rule and may be marked in any order.



Example: *In previous rounds, you already marked one donkey and the first five boxes of the middle cart. This round you mark the second donkey. You still need three goods to complete that cart.*

It is up to you whether you work on multiple carts at once or finish one cart before moving to the next, as long as you respect the left-to-right order within each cart.

When you complete a cart–that is, once all donkeys and goods in that row are marked:

- You immediately gain 1 trade good,
- You circle one of the two victory point values for game end, and
- At the end of the round *(not immediately),* you may activate a bonus scoring on the market board *(see below).*

Victory Points for a Completed Market Cart

When a player completes a market cart **first**, they circle the **higher VP** value in the reward box to the right of that row. All other players strike out that higher value. They may still complete that cart later, but will score only the lower VP value. In the rare case that multiple players complete the same market cart first during the same Marking Phase, they all circle the higher VP value.

Bonus Scoring on the Market Board

At the end of the round, each player may activate 1 bonus scoring on the market board for each market cart they completed that round. To do so, place 1 disc from your supply on the first free space of a bonus row of your choice.

The player furthest ahead on the siesta track goes first; others follow in descending order. If there is a tie, use turn order *(starting player first, then clockwise).*

Each bonus row has **one fewer space than the number of players**; if a row is full, no more discs may be placed there. *(For example, with three players there are only 2 spaces per bonus row.)*

No player may activate the same bonus row more than once. Discs remain there until the end of the game.

At the end of the game, bonus rows on the market board score 1 VP for:

- every 2 steps on the siesta track *(rounded down)*
- each full warehouse column *(grain + olive + grape)*
- each roof token on your barn *(used or unused)*
- each full stable column *(pig + donkey)*
- each tool you have
- each completed basic long-distance trade



Example: *Because you are the first player to complete the middle market cart, you circle 7 VP. All other players strike out that value on their farm sheets. Anyone completing the middle cart after you will score only 5 VP. In addition, you immediately gain 1 trade good and, at the end of the round, you activate 1 bonus scoring on the market board.*

Siesta Track



The siesta track is not a marking area. Instead, it is located on the siesta board. For each hat you spend, you may advance your disc 1 space on the siesta track instead of marking a circular hat box. Any number of discs may occupy the same space; simply stack them.

NOTE: *In both La Fiesta and El Camino , the siesta track determines the order in which players activate bonus scorings on the market board at the end of the round. It also breaks ties during final scoring.*

When you **reach or pass** a space that is connected to a token, you immediately gain the effect shown:

- **Spaces 4 and 7:** Immediately take one of your discs from the reserve on the depot board *(not from next to the deck)* and add it to your supply. From now on you have one additional disc available.



- **Spaces 2, 6, and 9:** Each of these spaces is connected to a bonus token. Choose all bonuses either above or below the divider. Most bonuses grant revenue *(which you can add to your board as usual or spend immediately during the Marking Phase)*, but some provide instant crosses or the ability to upgrade or convert goods. All bonuses are listed in the appendix on p. 23.



At the end of the game, you score 1 victory point for each space you have advanced on the siesta track. Any player who reaches the final space *(no. 12)* gains 3 additional victory points.



Example: *You spend two hats to advance your disc two spaces on the siesta track. You reach space 2, which is linked to a bonus token. You receive either one upgraded good of your choice or one olive plus one pig.*

IV End of Round

After the Marking Phase, end the round with these 4 steps:

1. **Automatic upgrade:** Move all goods in the lower row of your revenue board up along the vertical arrows to upgrade them.
   - This automatic upgrade is mandatory; you may not decline it.
   - Discs that are now tracking goods on your board are not available in the next Revenue Phase to add new revenue.
   - Now–and at no other time–you may voluntarily forfeit goods to return discs to your supply. *(This happens rarely, but it is allowed.)*
2. **Take tools:** If you completed one or more groups in the Tools area during this Marking Phase, choose 1 tool token for each completed group from beside your revenue board and place it on that group.
   - Tools with an immediate ⚡ or permanent effect ∞ take effect at once.
   - All other tools may be used once during each subsequent Marking Phase.
3. **Take farm extensions:** Repeat the previous step for all farm extensions you completed this round.
4. **Activate market bonus:** Each player who completed one or more market carts this round may activate 1 bonus scoring on the market board (➔ p. 14).

If this was round 9, proceed to final scoring. Otherwise, pass the starting player marker to the player to the left of the current starting player and begin a new round.

El Camino: The end of round includes one additional step.

NOTE: *All tools and farm extensions are listed in the appendix on the back of this rulebook.*

GAME END AND FINAL SCORING

The game ends **after 9 rounds**, when you have played through the deck of cards three times and no discs remain next to it. Then players conduct final scoring, either simultaneously or one after another.

Go through each area of your farm sheet, as well as the siesta track and the market board. For each category, determine your victory points (VP) and enter them in the square scoring box for that category near the bottom of your farm sheet. Finally, add everything together and write the total in the sum space.

The player with the most victory points wins. In case of a tie, the tied player farthest ahead on the siesta track wins. Still tied? Simply play another game.

A detailed scoring example can be found on the next page.

Scoring – La Fiesta

- **Tools:** For each completed pair of tools, score the VP printed below that pair *(1, 3, or 6 VP)*.
- **Farm Extensions:** For each completed farm extension, score the VP printed below it *(1–4 VP)*, including the farm extension directly above the banquet if gained.
- **Barn Roof:** For each placed roof token, score the VP printed below it *(1, 2, or 3 VP)*. Some roof tokens themselves show VP; count those in addition.
- **Banquet:** Sum the VP of all boxes you marked in the banquet.
  - If you marked the upper bonus box of the banquet, score 1 additional VP per completed farm extension, including the farm extension directly above the banquet if gained.
  - If you marked the lower bonus box of the banquet, score 2 additional VP for each completed upgraded trade *(upper area)*.
- **Warehouse & Stable:** Score 1 VP for each full warehouse column *(set of grain + olive + grape)* and 1 VP for each full stable column *(set of pig + donkey)*.
- **Market Carts:** Sum the VP of each market cart you completed.
- **Long-Distance Trade:** Score 2 VP for each trade you completed.
- **Siesta Track:** Score 1 VP per step advanced on the siesta track. If you reached the final space *(no. 12)*, score 3 additional VP.
- **Market Board:** Add the VP from each bonus row where you placed a disc. From top to bottom, the rows score:
  - 1 VP for every 2 steps on the siesta track *(rounded down)*
  - 1 VP for each full warehouse column *(grain + olive + grape)*
  - 1 VP for each of your roof tokens on the barn *(used or unused)*
  - 1 VP for each full stable column *(pig + donkey)*
  - 1 VP for each tool you have
  - 1 VP for each completed basic Long-Distance Trade *(lower area)*







SCORING EXAMPLE

You (blue) completed the middle **Tool pair** for 3 VP. The left pair does not score because you are missing one tool there. For your two completed **Farm Extensions** you receive a total of 4 VP (1+3). The five roof tokens on your **Barn Roof** are worth 9 VP in total (1+1+2+2+3).

In the **Banquet** you advanced to the end and reached the upper bonus box. At both junctions you chose the upper path. That yields 9 VP in total: 1+2+3 along the banquet plus 3 bonus VP for your three completed farm extensions (the additional extension also counts).

In **Warehouse & Stable** you filled three columns in total and receive 3 VP.

For **Market Carts**, you were the first to complete the middle cart (7 VP), and you completed the top cart later (3 VP), for 10 VP in total.

You completed two **Long-Distance Trades**, worth 2 VP each, for 4 VP total.

On the **Siesta Track** you reached space 7. Since each step is worth 1 VP, you receive 7 VP. You do not gain the +3 VP because you did not reach the end of the track.

Thanks to your two completed market carts, you were allowed to activate two bonus scorings on the **Market Board**. The disc in the third row gives you 5 VP (1 VP per roof token), the other gives you 3 VP (1 VP per tool). Thus, you gain 8 VP from the market board.

You enter all points into the scoring boxes along the edge of your farm sheet and reach a total of **57 victory points**. Well played!

PLAYING THE CAMINO FARM SHEET

This chapter describes only the changes and additions for the Camino farm sheet, so you should be familiar with the core rules.

The components and flow of play are largely identical to La Fiesta, but the Camino sheet introduces new marking areas with their own rules and gameplay twists:

- On the road to Port de Palma *(in the upper area of the Camino sheet)* you want to advance as far as possible, which requires **wagon wheels** and donkeys. You can supply the **inns** along the way to receive additional rewards.
- In every marking area you can fulfill **milestones** that score at the end of each round, and you can gain **drops** that grant valuable instant crosses and additional VP.
- **Barter** replaces Long-Distance Trade. In that area, you can exchange any goods for valuable rewards.
- Bonus scorings on the **market board** are no longer activated by completing a market cart. Instead, you have the opportunity to place a disc on the market board at the end of each round.

Setup Changes

Follow the setup instructions on page 6 with the changes also summarized below:

- **Step 1:** Use the El Camino market board and place 4 Camino bonus tokens *(dark frame)* on it, chosen at random and with the scoring side face up. *This means that the scoring categories will vary from game to game.*
- **Step 2:** On the siesta board, place the 2 siesta tokens with their milestone side face up, along with the remaining 3 Camino bonus tokens with their bonus side up. *You no longer gain additional discs via the siesta track, but rather as rewards on the farm sheet.*
- **Step 11:** Place your revenue boards with the Camino side face up. *Donkeys can now upgrade to wagon wheels instead of yellow jokers.*
- **Steps 12 and 13:** Return the 2 tools and the 1 farm extension that are marked with the Fiesta icon *(top left)* to the box before randomly removing tools and farm extensions. *As with La Fiesta, El Camino has its own tools and farm extensions.*



The market board and the siesta board of El Camino.

Rules Changes

Playing with the Camino farm sheet still takes 9 rounds with the same 4 phases.

I Refresh Cards

No changes. Place 6 new revenue cards as usual and, whenever you must reshuffle the deck, take 1 disc from next to the deck into your supply.

II Revenue Phase

The general flow is unchanged except for the shared die *(the last die on the rondel)*: in turn order, each player must decide to gain either the die's revenue or the card's bonus from that combination.

Summary:
1. In turn order, take your first die **and** resolve the card.
2. Re-roll remaining dice, then in turn order take your second die **and** resolve the card.
3. For the shared die, gain either the die **or** the card.

Example: *After Anna, Ben, and Caro have each taken two dice and resolved their cards, they must decide for the shared die: Anna chooses the die's revenue, while Ben and Caro prefer to resolve the card.*

III Marking Phase

During the Marking Phase you spend goods and mark boxes on your farm sheet as usual.

The following new rewards are available:

Additional disc

You no longer receive the two additional discs in the reserve on the depot board via the siesta track. Instead, you gain one disc immediately when you:

- reach and supply the third inn *(➔ p. 19)*;
- complete the two leftmost tool groups *(olive + grain)*.

In both cases, take one of your discs from the reserve on the depot board *(not from next to the deck)* and add it to your supply. From then on you have one additional disc available.

Wagon wheels



Wagon wheels are a new good. You gain them as rewards in some marking areas; add them to your revenue board *(or you may spend them immediately during the Marking Phase)*. Note the changed upgrade path: in El Camino, donkeys can upgrade to wagon wheels instead of yellow jokers.

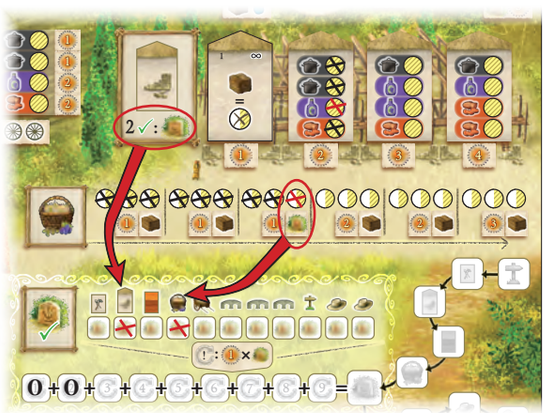
Milestones

Milestones are unique to El Camino. In each marking area, you can fulfill one or more milestones by reaching a specific box or completing a required number of sections, depending on the area.

As soon as you fulfill a milestone, mark the corresponding square box in your yellow-framed milestone area.

At the end of the round, you score 1 VP for each milestone you have fulfilled so far. That means the earlier you achieve a milestone, the more VP it will yield over the course of the game.

NOTE: *The square boxes in the milestone area cannot be marked by any other effects or bonuses.*



Example: *During the Marking Phase you make the two red marks, fulfilling the farm extension milestone and the barter milestone. As a reward, you mark the two corresponding square boxes in your milestone area (you will receive the completed farm extension itself at the end of the round, as usual). From now on, each of these fulfilled milestones will score 1 VP at the end of every round.*

THE AREAS OF THE CAMINO FARM SHEET

The Camino farm sheet consists of the following six areas:

- **Tools**
- **Farm Extensions**
- **Barn Roof**
- **Barter**
- **Market Carts**
- **Road to Port de Palma**

In addition, you can spend hats to advance on the siesta track.



Marking Area: Tools

The Tools area works broadly as in La Fiesta, but it contains only 5 tool groups with the following special rules:

- Each completed group, including olive/grain, gives you the reward shown below it (A) *(not only pairs as in La Fiesta).*
- Once you have completed the two leftmost groups *(olives and grain)*, you immediately gain one additional disc from the reserve on the depot board and score 3 VP at game end (B).
- The rightmost group requires upgraded goods. Once you have completed this group, you gain 2 wagon wheels (C). At game end, you score the VP printed to the right of each individual box you marked (D).



You fulfill this area's **milestone** as soon as you have completed any 2 tools. *(Mark the milestone immediately after completing the second tool–the tool token itself is still taken at the end of the round.)*



Marking Area: Farm Extensions

The Farm Extensions area works as in La Fiesta.

You fulfill this area's **milestone** as soon as you have completed any 2 farm extensions. *(Mark the milestone immediately after completing the second group–the farm extension itself is still taken at the end of the round.)*



Marking Area: Barn Roof

The Barn Roof works as in La Fiesta, but there are only 5 gaps for roof tokens.

You fulfill this area's **milestone** as soon as you have covered the first 3 gaps with roof tokens.



Marking Area: Barter

In Barter you may spend **any goods**. You must mark the boxes **from left to right**. The division into six sections of three boxes matters only if farm extension #8 is in play *(see appendix).*

You fulfill this area's **milestone** as soon as you mark box 9.



Marking Area: Market Carts

Market Carts work as in La Fiesta, except that you no longer place a disc on the market board as a reward. Instead, you receive more VP, 1 trade good, and 1 wagon wheel.

You fulfill this area's **milestone** as soon as you complete your first market cart *(any of the three).*



Marking Area: Road to Port de Palma

The Road to Port de Palma is the namesake area of the Camino sheet. It begins at the signpost on the far left and ends at the signpost on the far right. To advance along the road, you will need wagon wheels and must navigate bridges and branching junctions. You may also supply the inns along the way to gain additional rewards.



The Road

You must mark the road boxes **from left to right** and may not skip any box. Most road boxes require wagon wheels or donkeys; some instead require upgraded goods.

> **NOTE:** *Wagon wheel boxes are hexagonal boxes and therefore cannot be marked using an instant cross or a trade good.*

Rewards are gained as usual as soon as you mark the adjacent box. In addition to trade goods and victory points, some boxes grant drops 💧 as rewards *(see right).*



The three **bridges** are a special feature of the road. When you arrive at a bridge–that is, when you have marked the box directly before a bridge–you must next mark all silver boxes of that bridge in order to cross it. You may do this over multiple rounds. Only after you mark the final silver box is the bridge considered crossed, enabling you to mark the boxes beyond it. Crossing a bridge also fulfills a milestone.

After the first two bridges, the road **branches** and you must choose to continue on the upper or lower path; the other path then becomes unavailable to you *(you may not backtrack).*

Along the road you can fulfill **4 milestones** in total: one for each of the three bridges, and a fourth when you reach the last road box *(far right at the second signpost).*

At the end of the game, score the victory points of all road boxes you marked that show VP. All players who have reached the last box of the road gain 3 additional VP.

The Inns

There are 6 inns along the road that you can supply with various goods. Inns are optional and independent of your progress on the road. It is up to you which inns you supply, if any. You may mark the inns themselves and the boxes within the inns in **any order**, and you may supply goods at multiple inns at the same time.

An inn is considered fully supplied as soon as all boxes above it are marked. However, you receive the reward between the inn and the road only when the inn is fully supplied **and** you have also marked the corresponding road box *(the two black arrows pointing to the reward are a reminder).*

IMPORTANT: *The inn does not need to be fully supplied the moment you reach its corresponding road box. You can also supply it afterwards, or vice versa: supply the inn first and mark the corresponding road space later.*

Most inns reward you with victory points and drops 💧 *(see below).* The third inn can also grant one additional disc.



Example: *You have already marked the first four road boxes and gained the reward of the fourth box. You have not yet received any inn rewards: you have reached the left inn but have not fully supplied it; you have fully supplied the right inn but have not yet reached its road box. As soon as you mark inn box A, you receive the reward of the first inn; when you mark road box B, you receive the reward of the second inn.*

Drops as Rewards

You can gain drops as rewards from road boxes and inns. **Whenever you gain a drop**, outline the leftmost free drop icon in your drop area. Some drops grant victory points, while others can be spent–now or later–for an instant cross:

Victory points are scored as usual at game end.

Drops may be spent during the Marking Phase, in any order, to immediately mark one additional circular box of the indicated type. Cross out a drop after spending it.



Example: *You have already gained four drops. The first three can be spent at any time during the Marking Phase and then struck out to make an instant cross of the indicated type. The fourth drop cannot be spent; instead, it is worth 1 VP at the end of the game.*

NOTE: *Tool #11 can grant additional drops. In the rare case that you have already outlined every drop in your drop area, any further drops you would gain are lost.*



Siesta Track

Advancing on the siesta track works as before. On spaces 2, 6, and 9 you gain either the upper or the lower bonus of the connected bonus token.

You can fulfill **2 milestones** on the siesta track: the first when you reach or pass space 4, and the second at space 7.

Remember that the siesta track determines the order in which you activate bonus scorings on the market board at the end of the round *(see next page).*

IV End of Round

The end of round in El Camino consists of 5 steps. Steps 1–3 are identical to La Fiesta, while steps 4 and 5 are new or changed.

1. **Automatically upgrade all** goods in the lower row of your revenue board. You may voluntarily return discs to your supply.
2. **Take tools** for completed tool groups.
3. **Take farm extensions** for completed farm extension groups.
4. **Record milestone points** for milestones achieved.
5. **Activate a bonus scoring** in siesta order.

4. RECORD MILESTONE POINTS

In this step, count all milestones you have marked in your yellow-framed milestone area. It does not matter whether you fulfilled a milestone this round or in an earlier round–a milestone fulfilled early will count again each round. Write this number as VP in the box for the current round. At game end, sum all nine boxes.



Example: *In the first two rounds you did not fulfill any milestones, so you recorded 0 VP each time. In round three you fulfilled your first milestone and recorded 1 VP. In the current round you fulfill two more milestones and therefore record 3 VP in total.*

NOTE: *It is common to not fulfill any milestones in the early rounds. Good things take time!*

5. ACTIVATE A BONUS SCORING

In this step, each player may activate exactly **1 bonus scoring on the market board** for which they meet the conditions. *(Unlike in La Fiesta, each player may do this at the end of every round, completely independent of the market carts.)*

The order is unchanged: the player furthest ahead on the siesta track goes first; all others follow in descending order. If there is a tie, use turn order.

Each of the four tiles on the market board shows one category and two conditions:



- Only a player who has met the **upper condition** of a tile *(whether this round or in a previous round)* may place 1 disc from their supply on the first free space of the corresponding bonus row. Doing so secures the lesser VP value at the end of the game.
- If, by game end, you have also met the **lower condition**, you score the greater VP value instead. The lower condition always corresponds to fully completing an area.

Example: *To activate the bonus scoring shown above, you must already have 3 roofs on your barn. If so, you may place a disc in that row at the end of the round, guaranteeing 3 VP at game end. If you manage to have all 5 roofs on your barn by then, you will instead score 5 VP.*

Each player may activate **only 1 bonus scoring per round**. If you meet several conditions, choose one.

As in La Fiesta, each bonus row has **1 fewer space than the number of players**. If a row is full, no more discs can be placed there. In addition, no player may activate the same bonus row more than once. Discs remain there until the end of the game.

If this was round 9, proceed to final scoring. Otherwise, pass the **starting player marker to the left** and begin a new round.

Scoring – El Camino

El Camino also ends after 9 rounds with the final scoring below. The player with the most victory points (VP) wins. In case of a tie, the tied player farthest ahead on the siesta track wins. Still tied? Play another game.

- **Road to Port de Palma:** Sum the VP of all road circular boxes you marked, plus the VP of the last box if you reached it. Add the VP of each inn that you reached on the road and supplied fully.
- **Tools:** If you completed the first and second groups, you score 3 VP in total for them. For the third and fourth groups, you score 2 VP each if completed. For each box marked in the rightmost group, score the VP printed next to it even if no tool token is placed there.
- **Farm Extensions:** For each completed farm extension, score the VP printed below it (1–4 VP).
- **Barn Roof:** For each placed roof token, score the VP printed below it *(1, 2, or 3 VP)*. Some roof tokens themselves show VP; count those in addition.
- **Barter:** Sum the VP of all boxes you marked (1–3 VP each).
- **Milestones:** Sum the milestone VP recorded for all 9 rounds.
- **Drops:** Sum the VP of all outlined drops (1–3 VP each).
- **Market Carts:** Sum the VP of all market carts you completed.
- **Siesta Track:** Score 1 VP per step advanced on the siesta track. If you reached the final space (#12), score 3 additional VP.
- **Market Board:** Add the VP for each bonus row you activated with your disc. If you fulfilled the lower condition, score the greater VP value; otherwise score the lesser VP value. All bonus tiles are listed in the appendix on p. 23.



SOLO MODE

In the solo game, you face an imaginary opponent called Leon. He only has a disc on the siesta track, no farm sheet or revenue board. Each round, his disc advances 1 space, although you can influence this through your selection of revenue dice. On certain spaces of the siesta track, Leon completes market carts and places discs on the market board.

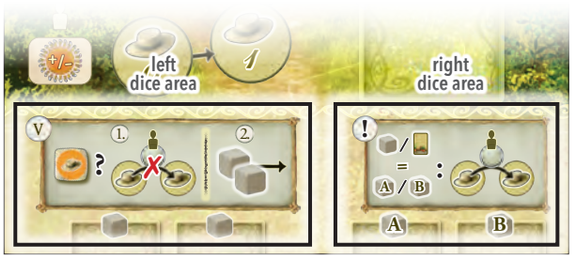
All rules of the multiplayer game apply, with the changes described here. As usual, choose whether to play with the Fiesta or the Camino farm sheet. Try to score as many points as possible over 9 rounds. The table on page 22 will then show how well you did.

Setup

Set up the game according to the normal rules, with the following changes:

- You need a total of **7 dice**.
- For Leon you need only **4 discs of an unused player color**.
- Flip the siesta board and the market board of the chosen variant to their **solo sides** *(recognizable by the 1-player icon at the lower left)*. Set up both boards as in the multiplayer game.

There is **no start bonus** in the solo game. Instead, place one of your discs and one of Leon's discs on space 0 of the siesta track.



At the bottom edge of the solo siesta board there are two dice areas, each with two spaces for dice.

Leon has already completed one **market cart** at the start of the game. Roll one die and strike out the higher VP value of the following market cart on your farm sheet:

- / : top cart
- / : middle cart
- / : bottom cart

Also, place one of Leon's discs on the space of the **market board** that matches the rolled symbol. That bonus row is now occupied.

El Camino only: If you rolled "hat" or "olive + grain," apply the specified alternative: for olive + grain, nothing happens; for hat, advance Leon's disc on the siesta board 1 space immediately.

Playing solo

Each round consists of the 4 phases. Only Phases II and IV change; Phases I and III remain the same.

I Refresh Cards

Play this phase normally. However, Leon does not receive an additional disc in rounds 4 or 7.

II Revenue Phase

This phase works a bit differently than in the multiplayer game. Roll 5 revenue dice and place them on the rondel. Set the other 2 dice aside; you will not need them until round 2.

- As usual, take your **first revenue die**, gain the revenue, and resolve the associated card. Then choose one of the remaining 4 dice and place it on the first space in the left dice area of the siesta board.
- Re-roll the 3 remaining dice. Take your **second revenue die** *(revenue + card)* and place one of the remaining dice on the second space in the left dice area of the siesta board.
- Finally, re-roll the **last revenue die**. This last die is only for you, and the usual variant rule applies:

: die and card : die or card



Example: *First you take an "olive + grain" die and also resolve its card (1). Then you place the silver die on the first space of the siesta board (2). You re-roll the 3 remaining dice. Next you take the hat die for yourself (3), resolve its card, and place the grape die on the second space of the siesta board (4). You re-roll the last die before taking it for yourself (5).*

III Marking Phase

Play this phase exactly like in the multiplayer game, spending your goods to mark boxes on your farm sheet. Leon does nothing during this phase.

IV End of Round

At the start of this phase–before the normal steps, such as upgrading goods, taking tools/farm extensions, etc.–resolve the two dice in the left dice area of the siesta board, as described on the next page.

1. Advance Leon's disc?

If there is at least 1 **hat die** in the left dice area of the siesta board, nothing happens. *(By placing a hat die there, you have prevented Leon's disc from advancing.)*

If there is **no hat** there, advance Leon's disc 1 space on the siesta track. If his disc reaches space 7 or 10, immediately resolve the event *(see box below)*. In addition:

- Once Leon has reached the final space, any further steps are lost.
- Leon ignores all siesta and bonus tokens.

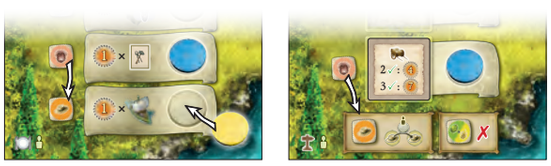
Event on spaces 7 and 10

When Leon's disc reaches space 7 or 10, he completes one market cart and places a disc on the market board.

Leon always completes the topmost market cart he has not yet completed. If you have not completed that cart either, strike out the higher VP value *(because Leon beat you to it)*. Otherwise, strike out the lower VP value *(this also tracks which carts Leon has already completed)*.

Then roll 1 die that is not in a dice area of the siesta board. Place one of Leon's discs on the market board space that matches the rolled symbol. That bonus row is now occupied.

- If that **space is already occupied**, place the disc on the next free space in descending order *(after hat, wrap around to olive + grain)*.
- **El Camino only:** If you would need to place Leon's disc on hat or olive + grain, apply this special effect instead:
  on **hat**, advance Leon's disc on the siesta board 1 space;
  on **olive + grain**, do nothing.



Example: *You roll "pig" for Leon, but that market board space is already occupied (by you). Therefore you look for the next available space in descending order. In La Fiesta (left), you would place Leon's disc on the bonus row next to hat. In El Camino (right), instead of placing a disc on hat, you advance Leon's disc 1 space.*



2. Move dice

Move the two dice from the left dice area of the siesta board to spaces A/B in the right dice area. They remain there until the end of the next round and will affect the following Revenue Phase.

Additional rules from round 2 onward

At the start of round 2, add in the 2 dice you set aside during setup. You will again have 5 dice available for the Revenue Phase.

From round 2 onward: each time you take a revenue die for yourself and, through the die and/or the card, you gain revenue that matches any of the A/B dice *(in the right dice area of the siesta board)*, advance Leon's disc **1 space**. If applicable, resolve the event of the new space.

IMPORTANT: Per die taken for yourself, Leon's disc advances **at most 1 space**, even if you gain multiple revenues that match the A/B dice.

Example: *The A/B dice (in the figure at bottom left) show silver and grape. Your first revenue die gives you 1 silver, and its card gives you an upgrade. Advance Leon 1 space. Your second revenue die and its card give you two grapes in total–Leon still advances only 1 space. You re-roll the last die and gain 1 donkey. Leon does not advance again–lucky you!*

Also note:

- Leon advances even if you gain revenue but cannot or do not add it to your revenue board with a disc.
- If you use the double disc *(farm extension #3)* to add revenue to your board, Leon's disc still advances only 1 space *(not 2)*.

At the end of the round–after you have checked whether Leon should gain a step–move the 2 dice from the left dice area to the right (A/B), replacing the dice that were there. These replaced dice complete the set of 5 dice for the next round.

Game End and Scoring

The game ends after 9 rounds. Tally your victory points as in the multiplayer game, with the following exceptions:

- If your disc on the siesta track is ahead of Leon's, you **gain** VP equal to your lead. If Leon is ahead, **subtract** VP equal to his lead.
- If Leon has reached the final space, subtract an additional 3 VP *(as shown at the top right of the board)*.

You can assess your result using this table:

Victory Points		Your Result
La Fiesta	El Camino	
0–20	0–70	Oh dear, the fields lie fallow…
21–30	71–80	Well, the harvest barely suffices.
31–40	81–90	Respect–you have potential.
41–50	91–100	Good–the storehouses are filled.
51–59	101–110	Excellent–people are celebrating you.
60+	111+	Legendary–the whole island is talking about you!

APPENDIX

Roof and Bonus tokens

Roof tokens and bonus tokens grant similar bonuses and use the same icons. The following general rules apply:

- If an icon appears multiple times, you gain the depicted bonus that many times.
- You may voluntarily forgo individual bonuses.
- Goods you gain are added to your revenue board as usual. If you gain a good during the Marking Phase *(for example by using a roof token)*, you may spend it immediately instead of adding it *(for example, when you have no discs in your supply)*. During the Revenue Phase, however, this is not allowed, because no boxes may be marked in that phase.



Gain a specific good: Add the depicted good to your revenue board. If you gain it during the Marking Phase, you may spend it immediately instead of adding it.



Gain an upgraded good: Add one upgraded good of your choice *(food, meat, or wine)* to your revenue board. If you gain it during the Marking Phase, you may spend it immediately instead of adding it.



Instant cross: Immediately mark 1 circular box–white, yellow, or any *(as indicated by the icon)*–and follow the rules of the relevant area.



Instant cross in a specified area: Immediately mark 1 circular box in the indicated area *(here, for example, in the Barter area)*.



Upgrade a good: Move 1 disc of your choice up along a vertical arrow on your revenue board *(see p. 9)*. If the icon appears twice, upgrade 2 goods independently.



Convert a good: Move 1 disc of your choice one position left or right along a horizontal arrow on your revenue board *(see p. 9)*. If the icon appears twice, either move 2 goods one position each or move 1 good two positions in total.



Random bonus roof: Draw 2 roof tokens from the depot board, choose 1 and place it face up next to your barn. Shuffle the unchosen token back to the depot board. You may use this bonus roof once during a Marking Phase as usual, then shuffle it face down back to the depot board.

Camino Bonus Scorings

Remember: The upper requirement is also the minimum condition to place a disc in that bonus row on the market board.



Siesta steps: 3 VP if you have reached at least space 6 on the siesta track, OR 5 VP if you have reached space 12 *(in addition to the 3 VP you score for reaching the final space)*.



Barter crosses: 3 VP if you have made at least 6 crosses in the Barter area, OR 5 VP if you have made all 18 crosses there.



Barn roof: 3 VP if there are at least 3 roof tokens on your barn, OR 5 VP if you have roof tokens on all 5 gaps. *(Only roofs on your barn count; any roof you might have gained via a bonus token does not count here.)*



Tools: 3 VP if at least 3 tools are on your farm sheet, OR 5 VP if all 5 tools are on your farm sheet.



Bridges crossed: 2 VP if you have crossed 2 bridges, OR 4 VP if you have crossed all 3 bridges.



Completed market carts: 4 VP if you have completed 2 market carts, OR 7 VP if you have completed all 3 market carts.



Supplied inns: 4 VP if you have supplied at least 4 inns, OR 7 VP if you have supplied all 6 inns. An inn counts as supplied if all boxes above it *(in the wooden frame)* are marked. For this bonus, it does not matter if you have reached those inns on the road.

Tools



1) Once per Marking Phase, you may upgrade 1 good of your choice along a vertical arrow *(see p. 9)*.



2) Once per Marking Phase, you may convert 1 good of your choice one position left or right along a horizontal arrow *(see p. 9)*.



3) Immediately take 1 of your discs from the reserve on the depot board. If there is no disc there, this tool has no effect.



4) Each time you gain a roof token, draw 2 roofs, choose 1, and shuffle the other back to the depot board.



5) From now on, your farm extensions will require one fewer mark to complete. *Example: The left farm extension is completed as soon as you have marked 2 of its 3 boxes.* This tool applies immediately: as soon as you gain it at the end of the round, you automatically complete any farm extensions where you were missing exactly one mark.



6) Once per Marking Phase, you may spend 1 trade good and use it as a hat instead. You must use that hat immediately; you may not add it to your revenue board.



7) Once per Marking Phase, you may spend 1 donkey and use it as a hat instead, OR spend 1 hat and use it as a donkey instead. You must use the "converted" good immediately; you may not add it to your revenue board.



8) 🍽 only: Each time you complete any Long-Distance Trade, gain 1 hat, which you add to your revenue board *(or spend immediately if you have no disc in your supply)*. You do not gain hats retroactively for trades completed earlier.



9) 🍽 only: Each time you complete a column in the Warehouse or the Stable, gain 1 silver, which you add to your revenue board *(or spend immediately if you have no disc in your supply)*. You do not gain silver retroactively for columns completed earlier.



10) ⚒ only: Once per Marking Phase, you may spend 1 wagon wheel to mark 2 boxes in the Market Carts area. You may choose the boxes freely *(donkey or good; white or yellow)*, but you must follow the normal rules of the Market Carts area.



11) ⚒ only: From now on, your bridges will require 1 fewer mark to cross. Strike out 1 row of each not-yet-crossed bridge to show this. In addition, each time you cross a bridge *(i.e., when you mark the last silver box of that bridge)*, gain 1 drop as an additional reward. Important: The first bridge still counts as crossed only after you have also reached the road box before it.
You do not gain drops retroactively for bridges crossed earlier. With this tool it is possible to gain more drops than you can outline on your drop track–excess drops are lost.

Farm Extensions



1) From now on, you may also mark yellow circular boxes with your trade goods *(still only 1 box per trade good spent)*.



2) From now on, you do not have to follow the goods order when filling your Market Carts. In addition, you no longer need donkeys hitched to your cart. As soon as all goods in a cart are marked, that cart is completed. This can also be the case the instant you receive this farm extension.



3) Immediately remove 2 discs from your revenue board *(preferably from your supply area)* and place them in the reserve on the depot board. Then take your **double disc** and add it to your supply. The double disc behaves like a normal disc but counts as 2 goods of the type being added. When you gain any one type of revenue, you decide whether to add it with a normal disc or with your double disc, which doubles the revenue.

- You may use the double disc to add a good only **once per round**. When you spend it, place it on the farm extension to remind yourself not to use it again this round. Return it to your supply at the end of the round.
- The double disc can be upgraded, converted, and spent like a normal disc. However, **it cannot be placed on the market board or spent for a yellow joker.**
- You may spend the two goods of the double disc in the same area or in different areas. *Example: Your double disc and a normal disc are on silver. You spend both to pay 3 silver and close your fourth roof gap. Alternatively, you could spend the double disc to mark 2 silver boxes in different areas.*
- If the first cross granted by the double disc would give you a reward, you must make its second cross first before resolving that reward.



4) Once per Revenue Phase, you may use both parts of a revenue card instead of choosing upper or lower.



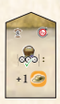
5) Each time you complete a group in the Tools area, you may immediately mark 1 circular box of your choice without spending a good. You may choose the box freely but must follow that area's rules.



6) At game end, choose one bonus row on the market board where you have a disc and score its VP twice.



7) 🍽 only: Once per Marking Phase, you may mark 1 box in the warehouse and 1 box in the stable without spending any goods.



8) ⚒ only: Once per Marking Phase, when you mark the third box of a section in the Barter area, gain 1 hat, which you add to your revenue board *(or spend immediately if you have no discs in your supply)*. You do not gain hats retroactively for sections completed earlier.

TIP: *For tools that you may use once per Marking Phase, you can rotate the tile by 45° to show it has been used. Rotate it upright again at end of round.*