

El Burro

A
La Granja
Game



GLOSSARY



El Burro



THE DONKEY CARDS

The donkey cards offer different bonuses you can use, when you play the cards on your siesta and donkey slots.



"Hire workers": Place 1 worker from the supply on your farmhouse.



"Take a pig": Place 1 goods token on an empty mark of your pig stable. If there is no space, immediately sell the pig for 3 silver.



"Fill trough": Move your trough marker 1 space forward on your trough track.



"Play a farm card": Play 1 farm card at your farm.



"Take an upgraded good": Place 1 goods token on one of the storage spaces for upgraded goods. You do not need an appropriate basic good for that.



"Take a harvest good": Place 1 goods token on the storage space for a harvest good, but not on an empty field.



"Travel on the road": Move one of your donkeys 2 spaces forward on the road. You cannot split the movement between both donkeys.



"Donkey delivery with costs": Pay 1 silver for 1 delivery to one of your delivery targets.



"Take silver": Take 2 silver from the supply.

THE FARM EXTENSIONS

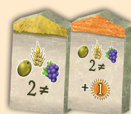
The farm extensions improve the actions of your farm spaces. Take or upgrade these tiles by moving forward on the reward tracks.

EACH FARM EXTENSION TILE HAS TWO SIDES:



"Take silver":

- **Thatched roof**: Take 4 silver from the supply.
- **Tiled roof**: Additionally, gain 1 prestige.



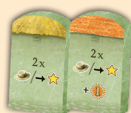
"Take harvest goods":

- **Thatched roof**: Place 1 goods token each on two different storage spaces for harvest goods, but not on empty fields.
- **Tiled roof**: Additionally, gain 1 prestige.



"Take a pig"

- **Thatched roof**: Place 1 goods token on an empty mark of your pig stable. If there is no space, immediately sell the pig for 3 silver.
- **Tiled roof**: Additionally, gain 1 prestige.



"Have a siesta" and/or "Upgrade a basic good":

- **Thatched roof**: Move your siesta marker 2 spaces forward on the siesta track, upgrade 2 basic goods for free, or do both once.
- **Tiled roof**: Additionally, gain 1 prestige.



"Play a farm card":

- **Thatched roof**: Play 1 farm card at your farm.
- **Tiled roof**: Additionally, gain 1 prestige.



"Make a delivery":

- **Thatched roof**: Make 1 of these deliveries during the transport phase:
 - **"Donkey delivery"**: Make 1 delivery to one of your delivery targets.
 - **"Goat delivery"**: Make 1 delivery to another player's delivery target.
- **Tiled roof**: Additionally, gain 1 prestige.

THE GAME ROUND TILES

The game round tiles state rules changes that apply to everyone during the current game round. At the top they show the phases or steps of phases during which they apply.

ROUND TILES FOR THE FIRST GAME ROUND



During the revenue phase you may perform a bonus action as well as a revenue action for the community die. However, instead of the rondel bonus corresponding to the position of the community die, you must choose between either the bonus to its left or the one to its right.



During step 2 or 4 of the transport phase, the trough action **"Boost the value of the donkey card by 2"** is cheaper: Move your trough marker 2 spaces back to place 1 double plus tile with value "2" on the donkey card.



During step 5 of the scoring phase, move all siesta markers only 2 spaces back instead of returning them to space "0". Where there is a stack of markers on the same space, keep the stack in the same order when moving the markers back.



During the revenue or transport phase, when scoring one of your market barrows, move one of your donkeys 1 additional space forward on the road.

ROUND TILES FOR THE SECOND GAME ROUND



When delivering a basic good with a goat, additionally gain 1 prestige; for an upgraded good, instead gain 2 prestige.



As an *anytime* action, move your trough marker 1 space back to the left to take any 1 harvest good.



During step 2 of the farm phase, you can play 1 additional farm card.



During the revenue or transport phase, when scoring one of your market barrows, gain 1 prestige.

ROUND TILES FOR THE THIRD GAME ROUND



During step 3 of the farm phase, take 1 income effect of your choice twice.



During the revenue phase, take the action of the first chosen revenue die twice (but still only get the rondel bonus once).



During step 4 of the scoring phase, gain additional prestige matching the number of paid workers that you remove from your farm spaces and farm extensions and place into the supply.



During the revenue or transport phase, when scoring a local market, additionally gain 2 prestige.

ROUND TILES FOR THE FOURTH GAME ROUND



During this round, when reaching space "9" of the siesta track and placing a goods token in the scoring area, additionally gain 2 prestige.



During step 2 of the scoring phase, gain additional prestige matching the highest valued donkey card that you played for the stable scoring.



During the revenue or transport phase, when you reach the harbor with a donkey and choose to claim a harbor space, additionally gain 2 prestige.



After the scoring phase and immediately before final scoring you can play 1 farm card; you may play a special farm card for free.

GENERAL ACHIEVEMENTS

You must fulfill these general achievements to pass the barriers on the road. As soon as you fulfill an achievement, mark it with one of your goods tokens with an *anytime* action. If you do this first, additionally gain 1 or 3 prestige. The following achievements exist:



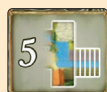
Small arable land: You played at least 3 farm cards as fields at your farm. Special farm cards are valid, too.



Big arable land: You played at least 5 farm cards as fields at your farm. Special farm cards are valid, too.



Small farm: You played at least 3 farm cards as farm administration at your farm. Special farm cards are valid, too.



Big farm: You played at least 5 farm cards as farm administration at your farm. Special farm cards are valid, too.



Friendly Neighbor: You placed at least 3 farm extensions on your farm, irrespective of which side they show.



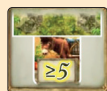
Favorite Neighbor: You placed at least 5 farm extensions on your farm, irrespective of which side they show.



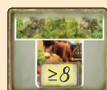
Sleepyhead: Reach at least space "5" of the siesta track.



Long sleeper: Reach at least space "8" of the siesta track.



Stablehand: The total value of your donkey cards played for the stable scoring is at least 5.



Donkey pal: The total value of your donkey cards played for the stable scoring is at least 8.



Good acquisition: You played 3 farm cards as acquisition at your farm. Special farm cards are valid, too.



Transport fleet: You played 3 farm cards as market barrows at your farm. Special farm cards are valid, too.

PERSONAL ACHIEVEMENTS

During the game you can fulfill your personal achievements. As soon as you fulfill an achievement, mark it with one of your goods tokens with an *anytime* action. Each tile shows 3 different sections; and each tile has different combinations and values.



Market bonus tiles: Have at least the displayed number of market bonus tiles on your farm and stable.



Milestone track: Move your milestone marker at least to the displayed space of your milestone track.



Farm cards: Have the displayed number of farm cards at your farm. Do not count completely delivered and discarded market barrows.



Reward track: Move your reward discs at least to space "2" on the displayed number of any reward tracks.



Trough track: Move your trough marker at least to the displayed space of your trough track. Afterward, you can move the trough marker back again for *anytime* actions or in the transport phase.



Travel on the road: Move **both** donkeys to at least the displayed space of the road.

NORMAL FARM CARDS

All farm cards offer you four options to play them at your farm.

- A Field:** Each farm card offers a field of one of the three harvest good types: olives, grain, or grapes. When playing a field at your farm, immediately place 1 goods token on the mark of the field.
- B Farm administration:** Each farm card offers two of the three administration categories.



Card limit: Initially, your card limit in your hand is restricted to 3 cards. Each card symbol increases that limit by 1.



Silver: Initially, you gain 1 silver as your income. Each card symbol increases that income by 1 silver.



Pig stable: Initially, your pig stable offers space for 2 pigs. Each card symbol offers additional space for 1 pig.

- C Market barrow:** Each farm card offers a market barrow, that you can deliver with goods, silver, and/or workers.
- D Acquisition:** Each farm card offers an acquisition with special effects.

Example: As a field, this card offers a grape field. Place a goods token as a grape on the mark **A**. As part of the farm administration, it increases your card limit by 1 and adds additional space for 1 pig in your pig stable **B**. As a market barrow, you need to deliver 1 grain and 1 grape **C**. As an acquisition, it offers cookware, that lets you upgrade your basic goods for less silver **D**.

When playing the acquisitions and using the effects, you need to obey the following details:



When playing an acquisition, immediately take 1 worker and place them on your farmhouse.



Most acquisitions show the phase or the step of the phase, when you can use the effect. If no phases are mentioned, use the effects at any matching time.



Certain acquisitions you can only use once per round. After using them, place a goods token on them as a reminder. Remove it at the end of the round, so you can use the effect again in the following rounds.

- When using the effect of an acquisition, you must perform it completely before using a different acquisition.

SPECIAL FARM CARDS

All special farm cards offer you four options to gain additional prestige at the end of the game:

- A Score fields:** Score two of the three types of harvest goods on each farm card. Gain 1 prestige each per olive, grain, or grape mark on the fields; not for remaining goods tokens on the fields.
- B Score the farm administration:** Score two of the three administration categories on each farm card. Gain 1 prestige each per 2 cards of your card limit, 2 silver of your income, or 2 marks in your pig stable.
- C Score acquisitions:** When playing these cards at the bottom of your farm, follow the texts to determine the prestige you score.
- D "Game end" market barrows:** Score each of these completely delivered market barrows. Gain the listed prestige.



Example: When scoring fields for this card, gain 1 prestige per grain and grape marks on your fields **A**. When scoring the farm administration, gain 1 prestige per 2 cards of your card limit, and per 2 marks in your pig stable **B**. When scoring acquisitions, gain 1 prestige per own goods

token on the general and personal achievements **C**. When the "Game end" market barrow was completely delivered with 1 pig and 1 wine, gain 4 prestige **D**.

CLARIFICATIONS FOR THE ACQUISITIONS:



1. Cookware: For each "Upgrade a basic good" *anytime* action, pay 1 less silver.



2. Reaping Knife: This is valid when you deliver your own or the market barrow of another person.



4. Purse: When playing the card, immediately take 1 silver. Get the additional income in each round.



6. Spinner: Still take only one rondel bonus, but each time choose between three bonuses.



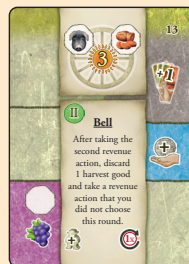
7. Workbench: The "Make a delivery" action is available on the rightmost farm space/farm extension.



8. Feather Bed: Only pay 1 silver, regardless of the number of workers on farm spaces and farm extensions. If you also own acquisition 43, do not pay any silver for your workers. Instead place 1 of them back on your farmhouse and place the other workers in the supply for free.



11. Chicken Shed: You assign the worker when placing them on a farm space/farm extension.



13. Bell: Only take the revenue action without the attached rondel bonus. You can choose an action without a die on offer or the action of the community die, that you use subsequently once more.



14. Cookery: You can change the die value by 1 or 2 pips, and from 1 to 6 or vice versa. Only take 1 rondel bonus.



15. Rigged Die: Take the rondel bonus together with the action of the community die.



19. Big Haystack: After playing the card, directly draw cards matching the new card limit.



24. Big Wooden Bucket: You can do this once per game round as an additional *anytime* action.



30. Chamber: When playing this card you do not directly discard a card, but you directly draw cards matching the new card limit.



36. Shelter: Only consider your own pig stables.



37. Stable Extension: Leave the donkey card temporarily face up below your stable. After using the bonus slide the card under your stable.



41. Feed Trough: You gain at most 5 pigs, if you fulfill both general and all 3 personal achievements.



43. Guest Bed: If you also own acquisition 8, do not pay any silver for your workers. Instead place 1 of them back on your farmhouse and place the other workers in the supply for free.



51. Pig Stable Extension: This extension is not considered to be part of the pig stable in your farm administration. Thus, you do not get any benefits for this card from other normal or special farm cards referring to your pig stable.



52. Bee Population: Only the harvest goods matter, that you harvested this round by placing goods tokens on the fields.



56. Big Shovel: Use the appropriate plus tile on your stable. You can only use 1 plus tile to upgrade a donkey card.



60. Concentrate: During step 1 of the transport phase take all donkey cards of the draw stack and play the donkey cards of your choice. During the fourth round only take the cards from the discard pile.



72. Fertile Fields: Place the goods token on the blank space of the harvest good of your choice.

Example: You can place 1 additional grain or grape on an olive field.

THE MARKET BONUS TILES

The market bonus tiles offer different permanent and immediate effects. Use immediate effects when taking the tiles, and afterward permanent effects during different phases of the game. You can use the permanent effects once per game round.



Immediate effect - "Take an upgraded good": Place 1 goods token on one of the storage spaces for upgraded goods. You do not need an appropriate basic good for that.



Permanent effect - "Take an upgraded good": Once during the "Increase the farm" step of each farm phase place 1 goods token on one of the storage spaces for upgraded goods. You do not need an appropriate basic good for that.



Immediate effect - "Take harvest goods" or "Take a pig": Either place 1 goods token each on 2 different storage spaces for harvest goods, but not on empty fields, or 1 goods marker on an empty mark of your pig stable. If you choose the pig and there is no space, immediately sell the pig for 3 silver.



Permanent effect - "Take harvest goods" or "Take a pig": Once during the "Increase the farm" step of each farm phase either place 1 goods token each on 2 different storage spaces for harvest goods, but not on empty fields, or 1 goods marker on an empty mark of your pig stable. If you choose the pig and there is no space, immediately sell the pig for 3 silver.



Immediate effect - "Play a farm card": Play 1 farm card at your farm.



Permanent effect - "Play a farm card": Once during the "Increase the farm" step of each farm phase play 1 farm card at your farm.



Immediate effect - "Hire workers": Place 1 worker from the supply on your farmhouse.



Permanent effect - "Hire workers": Once during the "Increase the farm" step of each farm phase place 1 worker from the supply on your farmhouse.



Immediate effect - "Travel on the road": Move one of your donkeys 2 spaces forward on the road. You cannot split the movement between both donkeys.



Permanent effect - "Travel on the road during siesta": Once during the "Have a siesta" step of each transport phase move one of your donkeys 1 additional space forward on the road.



Immediate effect - "Donkey delivery" and "Travel on the road": Make 1 donkey delivery and move one of your donkeys 1 space forward on the road.



Permanent effect - "Have an additional siesta" and "Donkey delivery": Once during the "Have a siesta" step of each transport phase move your siesta marker 1 space forward on the siesta track, and during the step "Donkey delivery" make 1 additional donkey delivery.



Immediate effect - "Gain prestige for market barrows": Gain 1 prestige for each market barrow at your farm.



Permanent effect - "When scoring market barrows travel on the road": When scoring a market barrow during the revenue or transport phase, move one of your donkeys 1 additional space forward on the road.



Immediate effect - "1 free step on 1 reward track": Move any 1 of your reward markers 1 space forward on its track.



Permanent effect - "1 step for 3 silver on 1 reward track": Once per round, during any phase pay 3 silver to move any 1 of your reward markers 1 space forward on its track. When you do so, place one of your goods tokens on the tile as a reminder, that you have used it, and place it back in your supply at the end of the scoring phase (as you also do for the achievements).



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