

El Burro



RULE BOOKLET



El Burro

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01 INTRODUCTION

The manor La Granja (Spanish for "The Farm" – pronounced La Gran-*chr*-a), is an old manor in the southwest of the island of Mallorca. In all probability it was formed over the centuries by many small farmhouses around the village Alpich.

When the Moors brought advanced irrigation technologies to Mallorca, they were able to use a rock spring, the lifeline of the region, more effectively. Thus, they made it possible to develop a small farm into the huge manor.

"La Granja" was first mentioned in a document from the 13th Century. At that time it was given to the Order of Cistercians. With *El Burro* we continue to tell this story.

El Burro is a "La Granja game" and uses several elements that you already know from *La Granja* (Spielworxx, 2014). It is a completely independent game and offers besides well-known elements many entirely new challenges!

El Burro also includes a solo game.

02 GOAL OF THE GAME

In *El Burro*, you take on the role of peasant farmers – or campesinos – in Mallorca during the Middle Ages.

Everybody keeps a small farm and tries to let it grow.

During four rounds expand your farm, harvest goods, and breed the traditional "porc negro", to deliver these farm goods to different delivery targets and gain prestige. Additionally, you can help the other players fulfill their targets, as they will help you. It is a steady give and take as *campesino* in Alpich!

Use donkeys and goats ("Burros" and "Cabras") skillfully to make the best deliveries with your farm goods!

If you gain the most prestige, you will take over the administration of the newly created manor, and everybody will call you "El Administrador" or "La Administradora" of La Granja.

03 GAME COMPONENTS

For the base game of *El Burro* you need the following components:

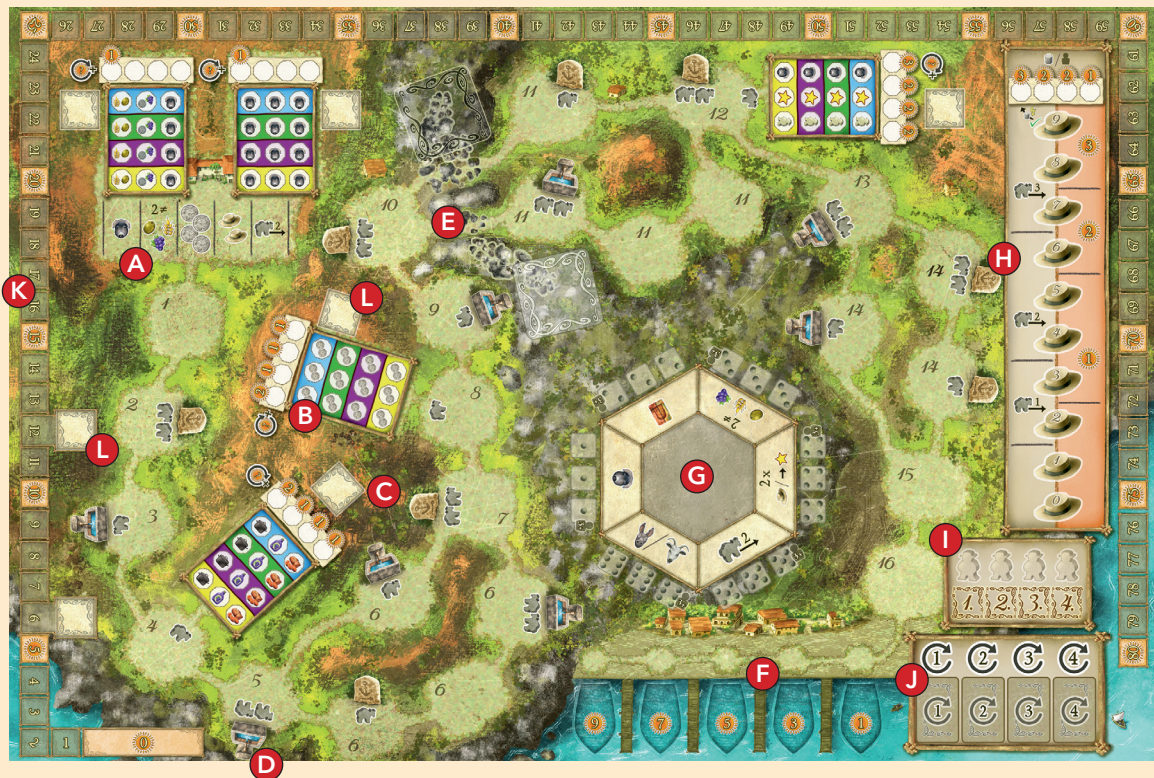
- 1 game board
- 1 reward board
- 4 farm boards "El Caserio"
- 4 stable boards "El Establo"
- 9 revenue dice
- 1 bonus rondel tile
- 72 normal farm cards
- 36 special farm cards
- 24 farm extension tiles (6 each per player)
- 32 market bonus tiles (4 each in 8 types)
- 8 local market covering tiles (variant)
- 6 personal achievement tiles
- 6 general achievement tiles
- 5 boat tiles
- 48 donkey cards (12 each per player)
- 4 prestige markers (1 each per player, with marking "+80" on one side)
- 4 siesta markers (1 each per player)
- 4 turn order markers (1 each per player)
- 120 goods tokens (30 each per player)
- 24 reward markers (6 each per player)
- 4 milestone markers (1 each per player)
- 4 trough markers (1 each per player)

- 8 donkeys (2 each per player)
- 32 workers
- 16 game round tiles
- 4 support markers
- 51 silver coins (36 "1"s, 15 "3"s)
- 8 plus tiles
- 50+ farm and stable "feet"
- 50+ double-sided adhesive stickers
- 4 play aids
- 1 rules booklet
- 1 glossary

The game components for the solo game are listed in the separate solo game rules booklet.

THE GAME BOARD

The central element of the game board is the road to the harbor *Port de Palma*. Along the road are the starting spaces **A**, local markets **B**, milestones **C**, troughs **D**, barriers **E** and the harbor **F**. During the revenue phase, choose revenue dice and bonus actions from the dice supply **G**. On the right is the siesta track **H**, the turn order track **I** and the spaces for the game round tiles **J**. At the edge of the game board is the prestige track **K**. Both at all local markets and two spaces of the prestige track are spaces for the market bonus tiles **L**.



THE REWARD BOARD

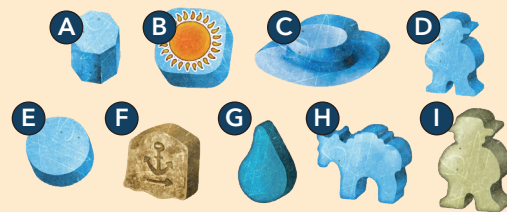
Track your goat and community deliveries on the reward board to get different bonuses.



THE WOODEN PARTS

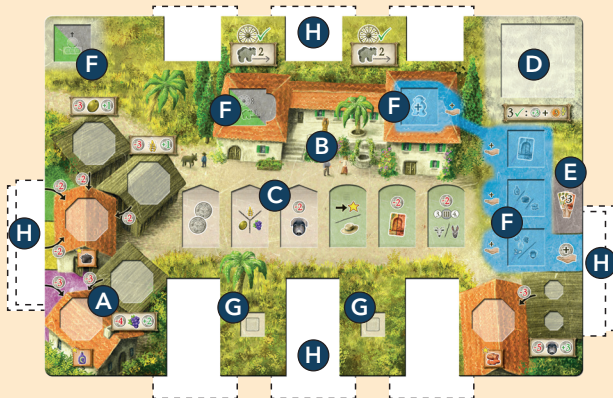
Your goods tokens **A** are octagonal; they represent different things depending on where you place them. Besides goods tokens use the following personal wooden markers on several tracks: prestige markers with a marking "+80" on one side **B**, siesta marker **C**, turn order marker **D**, reward markers **E**, milestone marker **F**, trough marker **G** and donkeys **H**.

Additionally, everybody uses the workers **I**.



THE FARM BOARD "EL CASERIO"

On your farm board – shortly called farm – are several storage spaces for farm goods **A** including the appropriate purchase and sales prices as well as their upgrade costs next to the arrows between the storage spaces. Centrally located is the farmhouse **B**, where you keep the workers, and six farm spaces **C**, whose *anytime* actions you can upgrade with farm extensions. On the right side are the space for your personal achievement tile **D** and the area of the farm administration **E**. The farm has several spaces for market bonus tiles **F**; at the bottom edge are two spaces for the two chosen revenue dice **G**. You can play farm cards at all four sides of the farm **H**; depending on the position they represent different things. At the top and bottom you can play at most 3 cards each – one card in each slot. To the left and right you can play any number of cards, placed so they overlap each other leaving the left and right edges, respectively, of those cards showing.



THE FARM CARDS

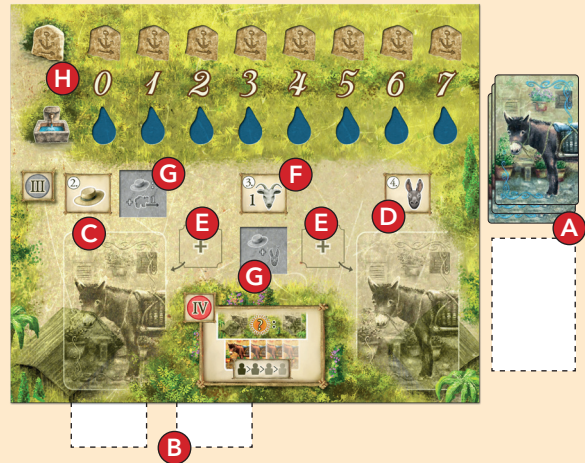
There are two types of farm cards – *normal* **A** and *special* **B**. All farm cards offer four different functions depending on where you place them at the farm – to the left, right, top, or bottom. When playing the cards, slide them partly below your chosen edge of the farm board, so only 1 of the 4 functions is visible.



THE STABLE BOARD "EL ESTABLO"

On and next to your stable boards – shortly called stable – are 5 places where you play donkey cards: Next to the board are the

draw stack and discard pile **A**. Below the board play cards for the stable scoring **B**. On the board are the siesta space **C**, the space for donkey deliveries **D**, spaces for the two plus tiles **E**, and in between the symbol for the goat delivery **F**, and two spaces for the market bonus tiles **G**. At the top are the milestone and trough tracks **H**.



THE DONKEY CARDS

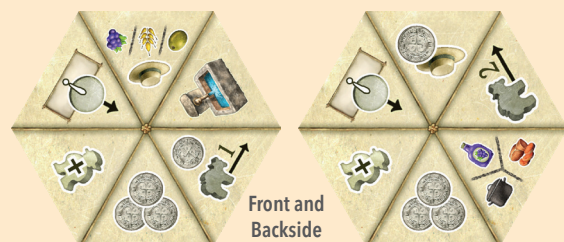


Backside

Use the donkey cards at your stable during the transport phase to allocate values to different actions. Several of the donkey cards offer additional bonuses **A**.

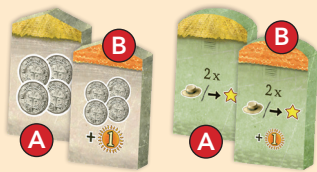
THE BONUS RONDEL TILE

The bonus rondel tile lies in the center of the dice supply and shows bonuses, that you use coupled with the revenue dice.



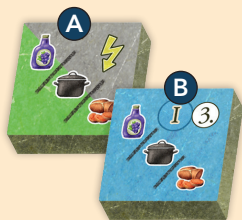
THE FARM EXTENSION TILES

With farm extension tiles improve the actions of the 6 farm spaces of your farm. Gain them by moving forward on the reward



tracks. The farm extensions have two different shapes (relevant for the reward tracks). They also have two different sides: the thatched roof shows the plain side **A**, the tiled roof shows the upgraded side **B**.

THE MARKET BONUS TILES



The market bonus tiles offer immediate onetime effects on the front **A**, and permanent effects on their back **B**. You get them when fulfilling the deliveries of local markets. Two of these tiles also give you immediate effects on the prestige tracks.

THE ACHIEVEMENT TILES

In each game, two general achievement tiles **A** are placed on the game board. They have a light front (simple) and a dark back (demanding).

Additionally, everybody gets a personal achievement tile **B**. If you fulfill the different achievements, gain bonuses or pass the barriers on the road.



THE GAME ROUND TILES



Backside

The game round tiles offer you special rules for each round. Their backs show the round when they are active.



Backside

THE BOATS

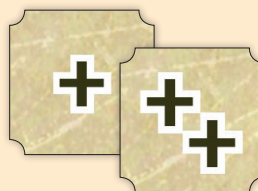
When you reach the harbor at the end of the road, you can deliver farm goods to the boats during the final scoring.

THE SUPPORT MARKERS



Backside

In *El Burro* you can help other players by delivering farm goods to them instead of to your own delivery targets. When you are the first to do that, gain 1 prestige as a reward, while the receiving player turns their support marker to the basket side.



Backside

THE PLUS TILES

These tiles serve as a reminder that you increase the values of the donkey cards by 1 or 2.

THE REVENUE DICE



El Burro contains 9 revenue dice. Depending on the number of players use a certain number of these dice and during the revenue phase allocate them to the matching spaces of the dice supply.

THE SILVER COINS



The currency in the game is silver. The silver coins come in two values of "1" and "3". You can always exchange three "1" coins for a "3" coin and vice versa. Each time these rules mention 1 silver, it refers to a "1" coin.



THE PLAY AIDS

The play aids summarize the sequence of play.

THE LOCAL MARKET COVERING TILES



Backside

Use these covering tiles to change the arrangement of the local markets on the game board, so you have a variable setup.

OTHER INFORMATION ABOUT THE GAME COMPONENTS



In rare cases the supply of silver coins, workers, or goods tokens may deplete. In that case, please improvise with any available parts.

Before starting the first game, use the double-sided adhesive stickers to stick each double-layered farm and stable board together, and additionally, to stick 4 "feet" on the underside of each of these boards. This way, you can easily slide the farm and donkey cards beneath the farm and stable boards. The feet are the small round tiles on the punchboards, while the double-sided adhesive stickers are added separately in the box.

04 SETUP

You will find the changes for the setup of the solo game in the solo rules booklet.

- A** Lay out the **game board**.
- B** Place the hexagonal **bonus rondel tile** on the center space of the dice supply. Choose a random side and orientation for the tile.
- C** Place a number of **revenue dice** next to the game board depending on the number of players: With 2/3/4 players take 5/7/9 revenue dice. With fewer than 4 players place the remaining dice in the game box.
- D** Place the **market bonus tiles** with the immediate effect ⚡ on top as follows on the spaces of the game board:
 - With 2/3/4 players stack 2/3/4 market bonus tiles of the following types on the spaces next to the **local markets**:

space 1 (left) 	space 8 
space 1 (right) 	space 12 
space 4 	
 - Place 1 market bonus tile each on next to the following spaces of the **prestige track**:

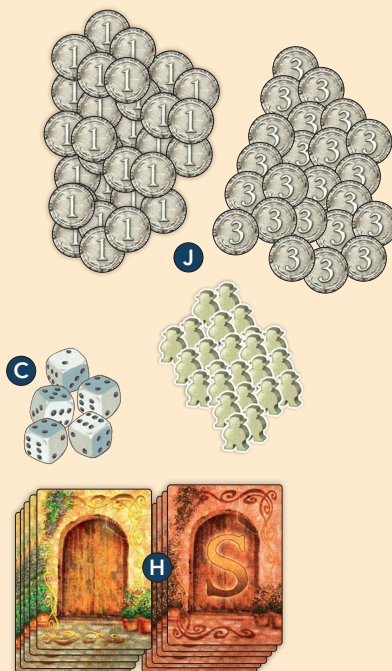
space 6 	space 12 
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 - Place the remaining tiles in the game box.
- E** Shuffle the 6 **general achievement tiles**. Draw 2 and place them on the two spaces after the barriers at the road space "11". Place the tiles with the correct side face up on both spaces (place a light simple achievement at the longer path, and a dark demanding achievement at the shorter path). Place the remaining tiles in the game box.
- F** Shuffle the **game round tiles** separated by round numbers on their backs. Place 1 matching tile for each round on the matching spaces of the game board. Turn these tiles face up. Place the remaining tiles in the game box.

SETUP FOR 2 PLAYERS





- G** Take the 5 **boat tiles** and place them next to the game board near the harbor. Turn them on random sides, and leave them on these sides until the end of the game.
- H** Shuffle the normal **farm cards** and **special farm cards** separately, and place them as separate decks face down next to the game board. Leave room for a discard pile next to the normal farm card deck.
- I** Place the **reward board** next to the game board.
- J** Place all **silver coins** and **workers** as a general supply next to the game board.
- K** Each player takes 1 **farm board**, 1 **stable board**, and 1 **play aid**. Place your boards in front of yourself, so they fit on the table, leaving space to place cards around your farm (you will place many cards there during the game). Place any remaining boards and play aids in the game box.



- L** Shuffle the 6 **personal achievements** and deal 1 randomly to each player. Place your tile face up on the space at the top right of your farm. Place the remaining tiles in the game box.
- M** Each player takes a set of 6 **farm extensions** and places them with the thatched roof face up next to their farm. Place the remaining sets in the game box.
- N** Each player chooses one of the player colors and takes the appropriate **donkey cards**. Shuffle your cards and place them in a face down stack next to your stable. Each player takes 2 **plus tiles** and places them on the two spaces of their stable. With fewer than 4 players place the remaining donkey cards and plus tiles in the game box.

-  Each player takes the wooden parts in their chosen color, as well as a milestone marker and a trough marker. Place your parts as follows:
 - Place the 30 **goods tokens** as your supply next to your farm.
 - Place the 6 **reward markers**, 1 on each space below the 6 reward tracks of the reward board.
 - Place the **milestone marker** on space "0" of the **milestone track** on your stable.
 - Place the **trough marker** on space "1" of the **trough track** on your stable.
 - Place the **prestige marker** with the marking "+80" face down on space "0" of the **prestige track**.
 - Determine the **turn order** by randomly choosing the first player. This player places their **turn order marker** on space "1" of the **turn order track**. In clockwise order the other players place their markers on the matching spaces. With fewer than 4 players, one or two spaces remain empty.
 - Form a stack of **siesta markers** on space "0" of the **siesta track**. Beginning with the player furthest behind in turn order and continuing counter-clockwise, everybody places their siesta marker on that space. Thus, the stack shows the turn order from top to bottom.
 - Place both **donkeys** close to the starting spaces next to the game board.
 - Place 1 **support marker** with the prestige side face up next to your farm.
-  Take 2 **silver** and 1 **worker** from the general supply. Place the worker on the farmhouse of your farm and keep the 2 silver next to your farm.
-  Draw 5 **normal farm cards** and 1 **special farm card** from both stacks and take them into your hand.
-  Finally, choose a starting space in reverse turn order. Take the printed reward of the chosen starting space at the start of the road and place your donkeys there. You must choose different starting places, so everybody begins the game with a different reward.

The following rewards are available:



"**Take a pig**": Place 1 goods token on one of the two empty spaces of your pig stable.

2 ≠



"**Take harvest goods**": Place 1 goods token each on 2 different storage spaces for harvest goods – grain, olive, or grape.



"**Take silver**":

Take 4 silver from the supply.



"**Have a siesta**": Move your siesta marker 2 spaces forward on the siesta track




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

You are now ready to start *El Burro*!

VARIABLE SETUP

After several games you can set up the game as follows, to try different strategic paths:

- **Variable local markets**: Shuffle the 8 **local market covering tiles** and place 1 each face up on the 5 preprinted local markets along the road. Place the remaining 3 tiles in the game box.
- **Variable market bonuses**: Instead of placing them as specified in setup step D, take 1 each of the 8 different **market bonus tiles**, shuffle them, and place 1 at random on each of the spaces next to the local markets and the prestige track, with the immediate effect  face up. Then, add the necessary number of tiles next to the local markets to match the number of players. Place the remaining tiles in the game box.

05 GENERAL CONCEPTS

The following game rules are valid for 2 to 4 players and mostly for the solo game, too. Check the separate solo rules booklet for necessary changes.

To understand the procedures in *El Burro*, we present the most important concepts in detail, before we explain the sequence of play. This way, if you have questions you can check this chapter for all concepts.

This chapter already contains all necessary game rules. Several of the following concepts of *El Burro* are important in several phases of the game. To find their game rules easily again, they are pooled here.

If you explain the game to other players at "a table" (the "sequence of play" chapter starts on page 15) it makes sense to include the following concepts in parts at the right time during your explanation. You find several **numbered orange headlines** that we use again in the sequence of play. This way, you can explain everything in a custom-made order.



1 THE FARM BOARD "EL CASERIO"

In *El Burro* you control the destiny of your farm. You find storage spaces on your farm for all farm goods. The storage spaces show the respective type of good in a small parchment. You can purchase or sell these farm goods. The parchments show the prices – to the left the purchase price in red, to the right the sales price in green. Purchasing and selling basic goods are *anytime* actions. If these prices are not shown, you must use different means to get these type of goods.

Big storage spaces offer room for several goods tokens **A**; you can store any amount of a single type of goods on them. Other storage spaces have small markings that only offer room for a single goods token **B**; you can only store one goods token on each of these spaces. If you want to store more of one of these types of goods, first you need to get further storage places with additional markings.



2 THE FARM GOODS

In *El Burro* the goods belong to different groups. The following terminology is used consistently during the game:



Harvest goods: Harvest goods are olives, grain, and grapes on your fields. You get harvest goods in the farm phase via the

“Harvest” action, by placing goods tokens on empty markings of your fields. You cannot sell these harvest goods or simply move them to the storage spaces on your farm. Various **other actions** allow you to take harvest goods; when doing so, place the goods tokens on the storage spaces of your farm, not on your fields.



Basic goods: Basic goods are olives, grain, grapes, and pigs on your fields, storage spaces and the pig stable. Per

anytime actions you can purchase basic goods and can sell them from storage spaces.



Upgraded goods: Upgraded goods are food, wine, and meat, that are on your

storage spaces of your farm. The star represents any upgraded good of your choice.

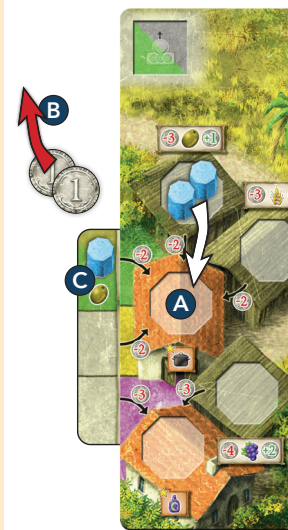


Farm goods: Farm goods are all harvest goods, basic goods, and upgraded goods.



Additional to farm goods are workers and silver on hand.

→★ **Upgrade basic goods:** Via certain actions you can upgrade basic goods. Olives or grain turn into food; grapes turn into wine; pigs turn into meat. For that to happen, move the goods tokens along the arrows to the next storage space. There are two options to upgrade basic goods: via anytime actions you can pay for upgrades with silver. Via actions or bonuses you can also do this for free, but only at certain moments.



Example: Marion upgrades her olives on her storage space of her farm to **A** and pays 2 silver **B**. Marion could have upgraded the olive on her field as well **C**, at the cost of another 2 silver.

In the center of your farm is a big farmhouse. There, you place your available workers, who lend a hand on the six farm spaces or who go on a journey to fulfill certain delivery targets. When assigning them to your farm spaces and later to farm extensions, you must pay them at the end of the round to place them back in the supply. If you cannot pay them, they go on strike and block the spaces for the moment.



NOTE: Details for anytime actions are on pages 21-22.

3 THE FARM CARDS

The most important element of your farm are the farm cards. You have these cards in your hand, and play them during the game at your farm. They offer different functions.

To play farm cards, take the **"Play a farm card" action**: Playing normal farm cards is free of cost. Just place the card at the chosen side of your farm. At the top (market barrows) and bottom (acquisitions) are only 3 slots. If you already assigned cards to all 3 slots and want to play another card, first you must discard one of the assigned cards. Then, place the new card.

Each normal farm card expands your farm:



A Field: When playing the farm card to the left of your farm, you establish a new field for one of the three harvest goods. When playing a field place 1 goods token on the small marking, thus getting a harvest good.

B Farm administration: When playing the farm card to the right, you expand your farm administration in two of the three displayed categories.

C Acquisition: When playing the farm card at the bottom of your farm, you get an acquisition. You now have a special ability. Additionally, when playing the card you also take a worker, who you place on your farmhouse.

D Market barrow: When playing the farm card at the top of your farm, you get a new market barrow. Fill that market barrow via the **"Make a delivery" action**, to gain prestige and to move forward on the road in the direction of the harbor. When delivering market barrows of other players, you get rewards.

HINT FOR LA GRANJA PROS: When playing a card as field, you immediately get a harvest good. That is a small change compared to *La Granja*!

The special farm cards award prestige at the end of the game:



A Score fields: When playing a special farm card to the left of your farm, score your fields at the end of the game.

B Score the farm administration: When playing the farm card to the right of your farm, score your farm administration at the end of the game.

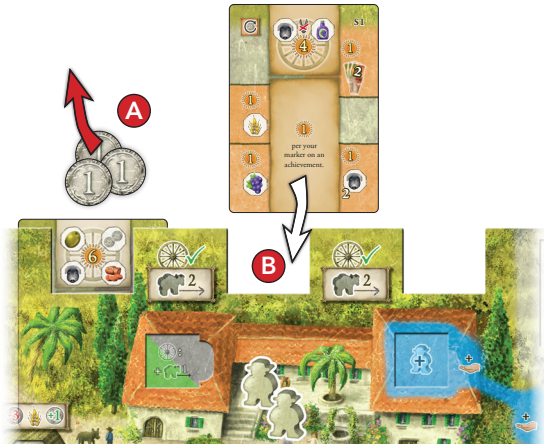
C Score acquisitions: When playing a special farm card at the bottom of your farm, score different things at the end of the game.

D "Game end" market barrows: When playing a special farm card at the top of your farm, you can deliver goods to your market barrow via *anytime* actions or at the end of the game, and then score it. You can deliver goods to the "game end" market barrows of other players during the game with goat deliveries to gain rewards.

E "Play a farm card": Playing special farm cards costs an amount of silver depending on the current round. The symbol on the top left reminds you of that. When playing special farm cards at the top or bottom of your farm, regard the limitations of the slots!

Check the glossary for an overview of the farm cards.

Example: Marion wants to play a special farm card during the third round. She pays 3 silver to the supply **A** and plays the card as a "game end" market barrow **B**. She can deliver the goods via *anytime* actions and at the end of the game. She might also get help from Angelika via her goat deliveries.





THE ROAD TO PORT DE PALMA

The road to Port de Palma is the central element on the game board. You have two donkeys that you move forward on the road. Both donkeys begin on your chosen starting space. The further you move them in the direction of the harbor, the more you unlock game elements, collect bonuses and gain prestige.

You can only move **one donkey at a time** forward on the road. When doing so, choose freely which donkey you move. The spaces on the road are numbered from 1 to 16; these numbers are relevant during the final scoring at the end of the game.



Junctions: At a few locations on the road you have a choice to move on a shorter or longer section. For each donkey choose separately which junction it takes. All spaces of both sections show the same numbers and are considered to be the same big area, which is important for the following game elements.



You have several options to move forward on the road:

- **Market barrows:** Each time you score one of your completely delivered market barrows, gain the stated prestige and move your donkey 2 spaces forward on the road.
- **Revenue phase:** Choose the revenue die "5" to move your donkey 2 spaces forward on the road.
- **Step "Have a siesta" of the transport phase:** Depending on your position on the siesta track, move a few spaces forward on the road.
- **Multiple cards and market bonuses** offer abilities to move a few spaces on the road.

Game elements: Along the road are multiple game elements that you reach or unlock when one or both your donkeys reach or pass them:

-  If a game element shows 1 donkey, get the bonus of the element or unlock it when your **leading** donkey reaches or passes that element.
-  If a game element shows 2 donkeys, **both** your donkeys need to have reached or passed this element to gain the bonus or unlock it.
- **Junctions:** At the junctions with spaces "6" and "14" are game elements in both sections, that you unlock with a single donkey. You need to choose one of them for your leading donkey. You deny yourself the other game element, even when you move your rear donkey to or past it. Regardless of the junction taken by the leading donkey, you can unlock the element showing 2 donkeys if your rear donkey moves to or past it.

These game elements can be found along the road:




Local markets: When unlocking a local market, you can deliver goods to it with the matching actions. With goat deliveries you can deliver to other players' spaces at the unlocked local market, even if they still need to unlock that market for themselves.

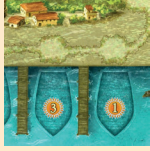


Milestones: When unlocking a milestone, move your milestone marker 1 space forward on the milestone track. By doing so, gain prestige during the scoring phase of each round.

Example: Marion moves her leading donkey at the junction "6" on the longer section to the milestone **A**. She moves her milestone marker 1 space forward on her stable **B**. Later, she moves her rear donkey on the shorter section past the trough **C**, but has to forfeit that bonus, as it is in the same area as the milestone bonus. To gain the trough bonus **D**, Marion would need to move her rear donkey on the longer section.



-  **Troughs:** When unlocking a trough, move the trough marker 1 space forward to the right on the trough track. You can move the trough marker back again to the left for anytime actions and during the transport phase for valuable bonuses.
- **Barriers:** After space "10" of the road are barriers at each of the two junctions. You can only pass a barrier when you fulfill the requirement of the general achievement there. Until you do that, your donkeys must wait in front of that barrier; forfeit any additional movement you gain until then. If you fulfill the requirement, immediately place 1 goods token via an *anytime* action on a marking of the achievement. If you are the first, immediately gain 1 or 3 prestige. You do not need donkeys at the barrier to fulfill the achievement. After fulfilling the requirement, your donkeys can pass the appropriate barrier. Check the glossary of all general achievements.



Harbor: Each time you reach the first spaces of the harbor, you have a choice:

- If you want to move your donkey forward on the spaces of the harbor, leave the donkey on the current space for the moment. You may move the donkey forward with other actions.
Or:

- Claim the current space. Choose one of the boats next to the harbor and place it directly below your donkey on the dock space. Gain the displayed prestige of the dock space, and place your donkey on the boat; it stays there until the end of the game. The boats all have delivery targets, that you should fulfill at the latest before the final scoring to gain additional prestige.



THE DELIVERIES

During the game you deliver goods (and sometimes also silver and/or workers) from your farm to different delivery targets. In return you gain prestige and bonuses.

"Make a delivery" action

You need a **"Make a delivery"** action for each delivery. There are three different delivery options in *El Burro*, that mainly follow the same game rules:

- 
"Donkey delivery": With a donkey make 1 delivery of farm goods to your market barrows and local markets. You cannot deliver to your "game end" market barrows or boats with donkeys; that is only possible via *anytime* actions and at the end of the game.
- 
"Goat delivery": With a goat make 1 delivery of farm goods to a *different player* and gain rewards. You can deliver to their market barrows and local markets, and also to their "game end" market barrows and boats. Only in consideration of the following terms you can also make a community delivery. Keep in mind, that you must make a goat delivery with a chosen good, even if that delivery is more expensive as you may need to deliver 1 silver in addition to the good to another player.
- 
"Community delivery": Make 1 delivery of farm goods to the village community, thus neither to your delivery targets nor the delivery targets of other players. You gain rewards for them as well. To make a community delivery, place the delivered goods token in your supply. Community deliveries are possible via respective bonuses allowing such a delivery. They are also allowed when you deliver a farm good via a goat and nobody needs that type of goods.

Example: Marion wants to deliver wine with a goat. Angelika currently does not need wine. Thus, Marion makes a community delivery with the wine, places the goods token in her supply and gains a reward.

TACTICAL HINT: Make sure that your delivery targets need a choice of farm goods to encourage other players to make deliveries to you. You can finish the targets faster to gain prestige and bonuses. It is not in your own interest that other players make community deliveries with their goats. So plan for a wide range of market barrows.

The different delivery targets

There are several delivery targets in *El Burro*:

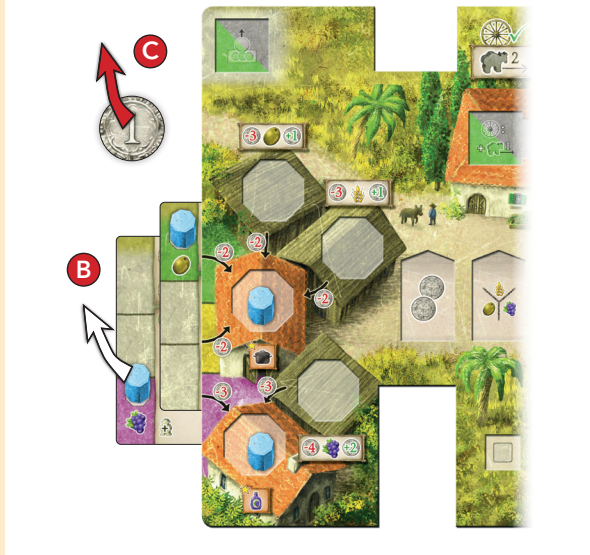
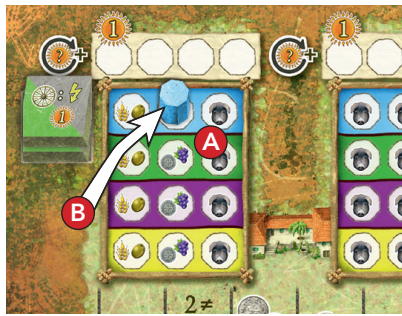
- 
Market barrows: You can place market barrows in the three slots at the top of your farm. Depending on the delivery method, you can deliver to your own or to the market barrows of other players.
- 
Local markets: Local markets are placed along the road on the game board. Both local markets next to the starting spaces of the road are unlocked at the start of the game, so you can directly deliver to them with farm goods. To unlock the remaining three local markets at least 1 of your donkeys must reach or pass them. Then, you can deliver goods to them as well. Each local market has one of your delivery areas, marked by color. Depending on the delivery method, you can deliver to your own or to the delivery areas of other players, even if they still need to unlock that market for themselves.
- 
Boats and "game end" market barrows: You can only deliver to your boats and "game end" market barrows via *anytime* actions and at the end of the game. You can deliver to the "game end" market barrows and boats of other players via goat deliveries.

Each delivery requires certain farm goods, sometimes also silver or workers (who accompany these deliveries). The delivery targets have small markings showing the required farm goods, workers, or silver, where you place the matching goods tokens or workers from your farm. If you deliver silver, place it in the supply and instead place a goods token from your supply on the marking. If a marking requires several farm goods, place all but one of the corresponding goods tokens in your supply and one on the marking.

With each delivery you deliver all required farm goods of a single marking. If you make several deliveries during the transport phase, choose the target for each delivery separately. Additionally, you can deliver the single markings of a delivery target in any order and over several rounds.

HINT: When you make several deliveries, you can take a number of goods tokens matching the number of deliveries, and then place them back one by one for each delivery. This way, you do not lose track.


Example: Marion wants to deliver to her local market and chooses the marking for 1 grape and 1 silver (A). She places the grape goods token from her farm on the marking (B) and places the silver in the supply (C).

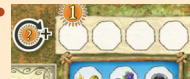


Scoring the market barrows or local markets

When you have completely delivered to your market barrow or local market, interrupt your current deliveries and score it. Afterward, continue with your remaining deliveries.

Important: In rare cases your delivery targets can be completely delivered to by the other players, thus when it is not your turn. When this happens, you need to wait for your next turn in the revenue or transport phase to score that delivery target.

- 
Score market barrows: Gain the prestige displayed on the card (between 2 and 6) and take a "Travel on the road" action, by moving one of your donkeys 2 spaces forward on the road. You cannot split the movement between both donkeys. Afterward, place the goods tokens from the market barrow in your supply. Remove the farm card and discard it to the discard pile for normal farm cards.



Score local markets: Move 1 of your goods tokens from your delivery area to the space above the local market offering the most prestige. Gain this prestige, plus additional prestige depending on the current round (e.g. 2 prestige in the second round). No additional deliveries are allowed to your delivery area of this local market. Place the remaining goods tokens from that area in the supplies of the respective players.

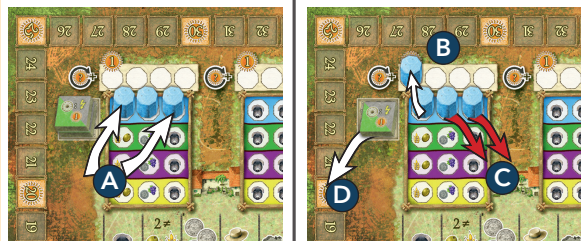
Additionally, take one of the **market bonus tiles** from the stack next to the local market. Place it with the immediate effect ⚡ face up next to your farm. Use that immediate effect now exactly one time!

Additionally, take one of the **market bonus tiles** from the stack next to the local market. Place it with the immediate effect ⚡ face up next to your farm. Use that immediate effect now exactly one time!

HINT: The back of the market bonus tiles show the permanent effects that you can use again in every round. During the scoring phase at the end of the round, you place the new tiles with their back on the matching spaces of your farm or stable. Starting with the following round you can use their permanent effects.

Check the glossary for all market bonus tiles.

Example: During the second round, Marion delivers 1 grain and 1 olive as well as 1 pig to her local market (A) thus completely delivering it. She is the first and places one of the goods tokens on the first space above the market (B) while placing the other tokens in her supply (C). Marion gains 3 prestige (2 prestige for the second round and 1 prestige for being the first). Additionally, she places the market bonus tile with the immediate effect face up next to her farm (D) and uses that effect. She gains 1 prestige for the market barrow at her farm.



Rewards for goat and community deliveries

Gain the following rewards for goat and community deliveries:

- 
Only for goat deliveries: Check if the support marker of the receiving player is still showing the prestige side. If it is the case, gain 1 prestige and turn that marker to the basket side.
- 
For goat and community deliveries: Depending on the delivered farm goods, gain the following rewards:
 - **Silver:** Regardless of delivering 1 or 2 silver, gain 1 prestige.
 - **Farm goods:** Each type of farm good has its own reward track. **Exception:** Olive and grain share a track. Move your reward marker 1 space forward on the track matching the delivered farm good and gain additional rewards.
 - **Worker:** Move your reward marker 1 space forward on any one track of your choice and gain possible additional rewards.




When delivering to a marking requiring two farm goods, only gain 1 reward. When delivering silver and a farm good, choose between gaining 1 prestige or moving forward on the corresponding reward track.

Example: Marion delivers 1 grape and 1 silver to Angelika's local market **A**. She can now choose to gain 1 prestige **B** or to move 1 space forward on the grape reward track **C**.




6 THE REWARD TRACKS

When making goat deliveries to delivery targets of other players or community deliveries to the "village community," gain rewards. Move your reward markers forward space by space on the reward track for the corresponding type of farm goods (note that grain and olives share a track). The spaces of the reward tracks offer bonuses:

- 
1st space: Choose one of your farm extensions of the corresponding color and shape and place it with the thatched roof side face up on the matching space of your farm. If there is a worker on that space, place it on top of the farm extension. Check the glossary for all farm extensions.
- 
2nd space: Move your trough marker 1 space forward on your trough track.
- 
3rd space: Upgrade 1 farm extension of the respective color and shape on your farm by turning it to the tiled roof side.

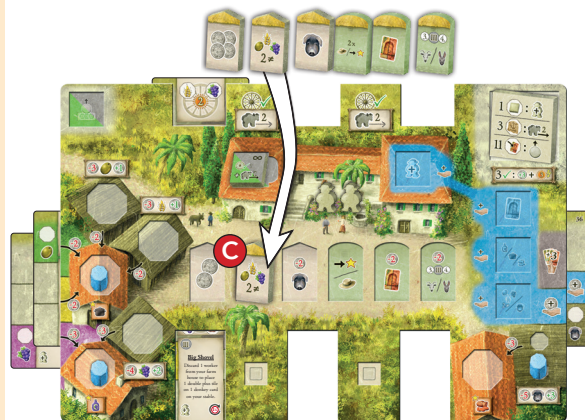
- 4th space:** Choose between 2 options.

A  **"Play a farm card":** Play 1 farm card at your farm. Playing a special farm card in this way is free of cost!

B Individual scoring at the end of the game: Each track offers a different **scoring option** when you reach the topmost space. The markings in this area are limited. For 2 players, there is only 1 marking, and for 3 or 4 players there are 2 markings, per scoring option. The following scoring options are available:

- 
Olive/grain: Gain 2 prestige per market bonus tile on your farm and stable.
- 
Grape: Gain 2 prestige per farm extension on your farm (an empty farm space does not count).
- 
Pig: Gain 1 prestige per farm card at your farm.
- 
Food: Gain 2 prestige per space that you moved with your milestone marker.
- 
Wine: Gain 2 prestige per special farm card at your farm.
- 
Meat: Gain an amount of prestige matching the number on the road space of your rear donkey. If both donkeys reached the same space, take the number on that road space. If both donkeys reached the harbor, gain 16 prestige.

Example: After Marion delivered farm goods to Angelika's local market **A**, she moves her reward marker 1 space forward on the grape reward track **B**. She chooses the farm extension offering more farm goods, and places the tile on her farm **C**.



7 THE SIESTA TRACK

During all four rounds, try to move as much forward as possible on the siesta track. Depending on your position on that track you can move your donkeys forward on the road, gain prestige, and influence the turn order.



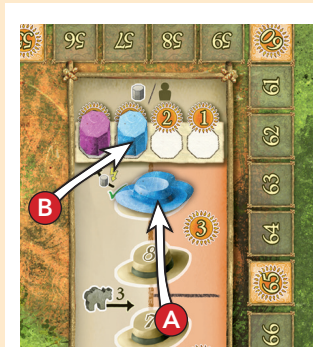
With the "Have a siesta" action, move forward on the siesta track. If there is another marker on the space you stop on, create a stack by placing your siesta marker on top of the other marker(s). The order of your siesta markers on this track is important. Do not change the order of markers in a stack!

Resolving ties: A tie during a scoring is broken in favor of the tied player who moved their siesta marker furthest on the siesta track. Where more than one marker is on the same space, markers higher in the stack are considered to have moved further on the track than those below them.

During the transport phase, score the siesta track. Depending on the position, move your donkey forward on the road, gain prestige, and then determine the new turn order. At the end of the scoring phase, reset the markers on the siesta track and place them all again on the starting space (stacked in turn order, from top to bottom).



When you reach space "9" at the top of the track for the first time, place a goods token as a reward on the space above the siesta track offering the most prestige. Gain that prestige. You can only have a single token there, even if you reach space "9" several times during the game.



Example: Marion moves her siesta marker to space "9" (A). She places 1 goods token on the second space above the siesta track and gains 2 prestige as reward (B). Angelika already did this earlier in the game and gained 3 prestige.

8 THE TROUGH TRACK

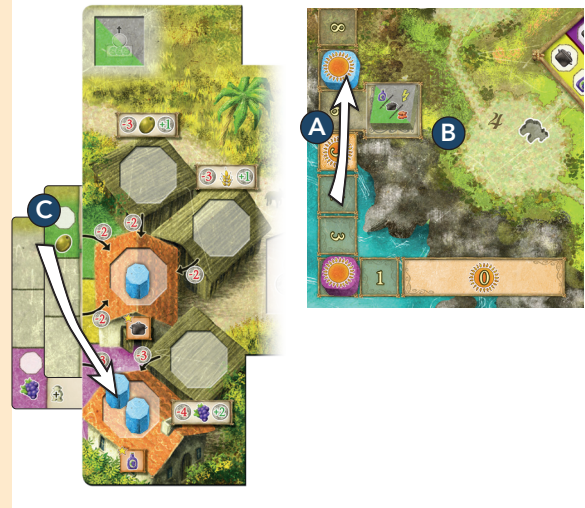
During the game, each time your donkeys reach or pass troughs on the road, move your trough marker forward to the right on your trough track. By moving your trough marker back to the left, you can take certain *anytime* actions during your turns, or boost your donkey cards during the transport phase. If your trough marker is at least on space "2" at the end of the game, gain prestige for it in the final scoring.

9 MARKET BONUS TILES AT THE PRESTIGE TRACK

Next to the spaces "6" and "12" of the prestige track are market bonus tiles. When you gain prestige during the game and move your prestige marker to or past these spaces, use the immediate effect of these tiles. After the last player has used the respective effect, remove the market bonus tile from the prestige track and place it in the game box.

If you have gained more than 80 prestige and move again past these empty market bonus spaces, you do not get another immediate effect.

Example: Marion gains 3 prestige and moves her prestige marker past space "6" (A). She chooses 1 wine for the immediate effect "Take an upgraded good" of the market bonus tile (B) and places 1 goods token on the matching storage space (C).



Check the glossary for all market bonus tiles.

06 SEQUENCE OF PLAY

You play 4 rounds in *El Burro*. Each round consists of 4 phases, each of which comprising several steps. Perform the steps one after the other. Some steps can be played by all players simultaneously; other steps need to be played in turn order. The 4 phases of a round are:

- I Farm phase:** Play new cards at your farm, gain silver as income, harvest your fields, and gain offspring for your pigs.
- II Revenue phase:** Choose your revenue actions from the dice supply. The revenue dice determine which actions you can choose during this phase. In turn order, take revenue dice and take the matching actions.

TACTICAL HINT: Do not forget to "have enough siesta" to have an early access to dice in the next round!

- III Transport phase:** Draw donkey cards and play them according to your plans on the stable, to have a siesta, make deliveries, or to prepare prestige bonuses in the scoring phase.

IV Scoring phase: Gain prestige for milestones you reached on the road and score your stable. Furthermore, you must pay your workers – otherwise they go on strike!

S Final scoring: At the end of the game have final scoring. Gain prestige for your farm – if you expanded it! If you have the highest prestige, you win *El Burro!*

Anytime actions: *El Burro* offers several actions that you can take anytime during your turn. Use them cleverly, to get desperately needed things on short notice. We will explain these anytime actions later on pages 21-22.

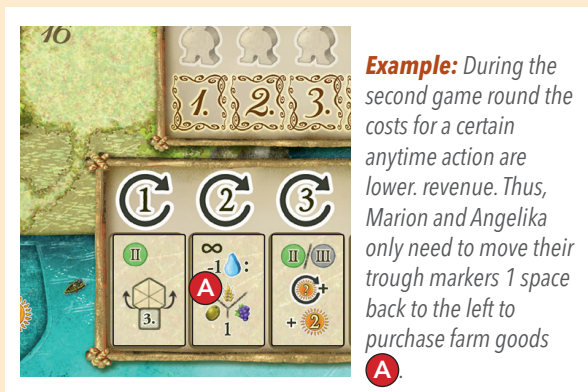
I THE FARM PHASE

During the farm phase, perform the following 3 steps in the given order. You can perform each step simultaneously.

1 EXPLAIN THE FARM BOARD "EL CASERIO".

Step ① - Check the game round tile

Together, check the current **game round tile** and explain its function. The game round tiles feature rules changes that are valid for everyone. Follow these changes during the round.



Check the glossary for all game round tiles.

Step ② - Expand the farm

To expand your farm, perform the following action.

2 3 EXPLAIN THE FARM GOODS AND FARM CARDS.

"Play a farm card": Play 1 farm card from your hand and place it at your farm. This can be a normal or special farm card. Remember to **pay silver when playing a special farm card** **C**.

Also remember to place 1 goods token on the small marking of a newly placed field.

TACTICAL HINT: You can immediately use that harvest good for anytime actions, before continuing with the next step.



Card limit: At the start of the game this card limit is 3 farm cards. By playing farm cards for your farm administration, you can increase that card limit.

After playing a farm card, **immediately draw farm cards**, until you reach your card limit. Freely choose to take normal or special farm cards. If the one of the draw stacks with farm cards depletes, shuffle the respective discard pile place the cards in a new face down draw stack.

After each **"Play a farm card"** action, you should have a number of cards in your hand, matching your current card limit.

Exception for the first round: At the start of the game, play **4 farm cards** (instead of one) during this step. You must play 1 card each at all four sides of your farm. If you choose to play the special farm card, pay 1 silver for it. Only draw new farm cards after playing all 4 cards, until you reach your card limit of 3 farm cards (or 4, if you chose a farm administration card with the appropriate symbol).

TACTICAL HINT: In your first game you cannot assess the functions of the special farm cards. Thus, start the game by playing four normal farm cards. Try to raise your card limit.



Example: In the first round, Marion decides to play four normal farm cards. She gets 1 olive field **A** and places 1 goods token as an olive on that marking **B**. In her farm administration she increases the silver income by 1 and adds a marking for another pig on her pig stable **C**. As acquisition she chooses the big shovel **D** and her first market barrow demands deliveries of 1 grain and 1 grape, that she tries to deliver during the game **E**. After playing the cards, Marion only draws 1 farm card, as her card limit is still at 3 farm cards **F**.



Step ③ - Increase the farm

During this step perform 3 actions in the given order.

+ **"Gain income"**: Check your farm administration for your income. It contains two parts:

-  an amount of silver from the farm and added farm cards,
-  the effects of up to 4 obtained market bonus tiles.

"Harvest": Place 1 goods token as harvest goods on each empty marking of the fields that you placed to the left of your farm.

"Gain offspring": If you have at least 2 pigs at your farm, you can get exactly 1 pig as offspring. You need space for it, thus at least 1 additional small marking in the pig stable to the right of your farm.

You cannot take this new pig if you do not have the space, and you cannot simply sell it. If you clear space in your pig stable by selling a pig via an anytime action before taking the "gain offspring" action, you must still have at least 2 pigs after that sale to get the offspring.

Example: During the first round, Marion has an income of 2 silver **A**, and takes it from the supply **B**. There is already an olive token on her field **C**, so she cannot place a new token there via the "Harvest" action. With only one pig she also gains no offspring **D**. Marion could change that via anytime actions, as we will show you later in an example.



II THE REVENUE PHASE

If you are on position 1 of the turn order, take all revenue dice and roll them. Then, place them on the respective spaces of the dice supply.

When more than 3 revenue dice show the same number of pips (with 2 players: more than 2 revenue dice), roll the excess dice anew, until you only have at most 3 (or 2) revenue dice showing each number of pips.

Example: In their game with 2 players, Marion rolls the five dice and gets three "2" and 1 each of "4" and "6" **A**. Marion rerolls a "2" and gets a "5" **B**. She places all dice on the respective spaces around the dice supply on the game board **C**.



In turn order, each player takes an action. When it is your turn, **take 1 revenue die** and place it on the left space at the bottom of your farm. Then, immediately perform both the corresponding revenue action and the associated bonus action (as shown by the bonus rondel), in the order of your choice.

After all players have taken a revenue die and performed their revenue and bonus actions, repeat this process: in turn order, each take a **second revenue die**, place it on the right space at the bottom of your farm, and take the corresponding revenue and bonus actions in the order of your choice.

Finally, a single die remains on the dice supply. This is the **"community die"**. In turn order, take the revenue action corresponding to the community die, but this time without a bonus action.

You can choose from the following **revenue actions**:



"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.



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



"Take harvest goods": Place 1 goods token each on two different storage spaces for harvest goods, but not on empty fields.





"Have a siesta" and/or **"Upgrade a basic good"**: Take one of the two actions twice, or both actions each once.



"Have a siesta": Move your siesta marker 1 space forward on the siesta track.

"Upgrade a basic good": Upgrade a basic good for free by moving 1 goods token from one of your storage spaces or fields along the arrows to the corresponding upgraded storage space without paying the cost.

4 EXPLAIN THE ROAD TO PORT DE PALMA.

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

5 **6** EXPLAIN DELIVERIES AND REWARDS.

  **"Make a delivery"**: You have the following choice:

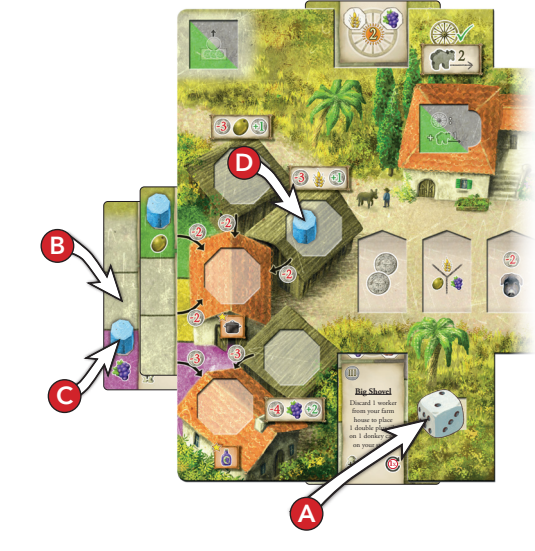
- **"Donkey delivery"**: Make 1 delivery to one of your delivery targets.
- **"Goat delivery"**: Make 1 delivery to another player's delivery target.

The bonus rondel has two sides offering slightly different **bonus actions**:

-  **"Take silver"**: Take 3 silver from the supply.
-  **"Hire workers"**: Place 1 worker from the supply on your farmhouse.
-  **"Community delivery"**: Make 1 delivery to the village community.
-  **"Have a siesta"** and **"Take harvest goods"**: Take both actions each once. Move your siesta marker 1 space forward on the siesta track and place 1 goods token on one of your storage spaces for a harvest good.
-  **"Fill trough"**: Move your trough marker 1 space forward on your trough track.
-  **"Travel on the road"** and **"Take silver"**: Take both actions once each. Move one of your donkeys 1 space forward on the road and take 1 silver from the supply.
-  **"Have a siesta"** and **"Take silver"**: Take both actions once each. Move your siesta marker 1 space forward on the siesta track and take 1 silver from the supply.
-  **"Travel on the road"**: Move one of your donkeys 2 spaces forward on the road. You cannot split the movement between both donkeys.
-  **"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.

Reminder: You do not take a bonus action when taking the action of the community die!

Example: Marion takes one of the "2" revenue dice and places it on the left space at the bottom of her farm **A**. She plays 1 farm card as a field **B** and places 1 goods token on it **C**. Additionally, Marion takes the bonus action: She places 1 goods token as grain on the storage space of her farm **D** and moves her siesta marker 1 space forward **E**.



III THE TRANSPORT PHASE

During the transport phase perform the following 4 steps in the given order. Players perform the first step simultaneously and then perform the other 3 steps in turn order, with all players finishing each step before the first player begins the next one.

Step ① - Choose donkey cards

During the first 3 rounds, draw 4 **donkey cards** from your draw stack. Then, place them face down in the spaces on and next to your stable (as explained below). During the fourth round, instead draw the 3 facedown cards from your discard pile and place one on each of the other 3 spaces.

Your stable has 4 places, where you play 1 each of the donkey cards **face down**:

- **"Have a siesta"**: The card you place on the siesta slot determines how many steps you will move your siesta marker on the

siesta track, as well as the donkey card bonus you will receive, during the following "Have a siesta" step this round.

- **"Donkey delivery":** The card you place on the donkey slot determines, how many deliveries you will make, as well as the donkey card bonus you will receive, during the "Donkey delivery" step this round.
- **"Stable scoring":** The card you place below the stable. You will **not** receive the bonus from this donkey card. Instead, you will score this card in each scoring phase.
- **Discard pile:** Place the last card on the discard pile. You can check these cards **at all times** but should not show them to the other players. During the fourth round, do not place a card here.

After all players have placed their own cards face down, flip all your donkey cards (except ones on your discard pile) face up. Slide the donkey card for the stable scoring below your stable, so you cover the bonus of the card and only show the value of the card. Keep this card there until the end of the game.

TACTICAL HINT: Keep in mind that you will use all of the cards you place on your discard pile during the fourth round. Their variety depends completely on your choices!

Step ② - "Have a siesta"

Perform this step in turn order. Follow the steps in the given order:

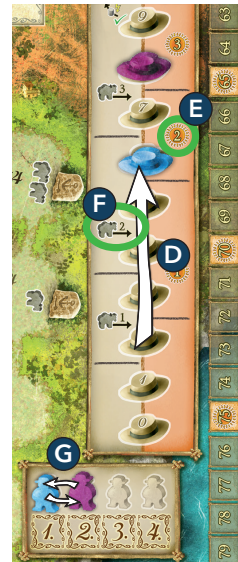
- Activate the bonus of your donkey card on the siesta slot. Check the glossary for all donkey card bonuses.
- ⑦ **EXPLAIN THE SIESTA TRACK.**
- ⑧ **EXPLAIN THE TROUGH TRACK.**
- **(Optional)** Take 1 trough action, to boost the value of the donkey card on the siesta slot.
 - **+ Boost the value of the donkey card by 1:** Move your trough marker 1 space back to the left. Take the plus tile next to the siesta slot and place it with the single plus side on the donkey card to boost the value of the card by 1.
 - **+ Boost the value of the donkey card by 2:** Move your trough marker 3 spaces back to the left. Take the plus tile next to the siesta slot and place it with the double plus side on the donkey card to boost the value of the card by 2.
- **"Have a siesta":** Move your siesta marker a number of spaces forward on the siesta track matching the value of the donkey card, plus an additional 1-2 spaces if you have boosted it with a plus tile.
- **"Travel on the road" and gain prestige:** When you reach at least space "2" of the siesta track, depending on the position of your siesta marker move one of your donkeys 1-3 spaces forward on the road. You cannot split the movement between both donkeys. When reaching at least space "3" also gain 1-3 prestige.
- Finally, place the donkey card in the game box.

Update the turn order: After all players "Had a siesta", finally **update the turn order.** This is the only time during a round, that the turn order changes.

The player whose siesta marker is furthest on the siesta track moves their turn order marker to Position "1" on the turn order track. Accordingly determine the other positions. Remember, that there are no ties on the siesta track. If several siesta markers are on the same space, the topmost marker is further ahead.

Starting with the next step of this phase, follow the new turn order.

Example: Marion played four donkey cards in step ①. Now, she activates the bonus of her donkey card on the siesta slot and takes 2 silver **A**. She wants to boost the value of her donkey card by 1 and moves her trough marker 1 space back **B**, to place the single plus tile on the donkey card **C**. Next, Marion has a siesta and moves her siesta marker 4 spaces forward **D** (3 spaces for the donkey card and 1 space for the plus tile). She reaches the sixth space of the siesta track and gains 2 prestige **E**. Additionally, she moves one of her donkeys 2 spaces forward on the road **F**. After Angelika has performed this step as well, they update the turn order: They switch positions on the turn order track **G**, thus Angelika moves her marker to space "1" and Marion to space "2". They perform the next step in this new turn order.



Step ③ - "Goat delivery": Deliveries to other players

Perform this step in turn order.

As stated on the stable, you can take 1 goat delivery.

If you place a worker on the appropriate farm space or its farm extension via an *anytime* action, you can take an additional goat delivery.

After all players have made these deliveries or passed, continue with the next step.

Example: Check the examples on page 14.

Step ④ - "Donkey delivery": Deliveries to your own delivery targets

Perform this step in turn order. Follow the steps in the given order:


- Activate the bonus of your donkey card on the donkey slot. Check the glossary for all donkey card bonuses.
- (Optional) Take 1 trough action, to boost the value of the donkey card on the siesta slot.



Boost the value of the donkey card by 1: Move your trough marker 1 space back to the left. Take the plus tile next to the donkey slot and place it with the single plus side on the donkey card to boost the value of the card by 1.



Boost the value of the donkey card by 2: Move your trough marker 3 spaces back to the left. Take the plus tile next to the donkey slot and place it with the double plus side on the donkey card to boost the value of the card by 2.

-  **"Donkey delivery":** Make a number of donkey deliveries matching the value of the donkey card, plus an additional 1-2 donkey deliveries if you have boosted it with a plus tile.

If you place a worker on the appropriate farm space or its farm extension via an *anytime* action, you can take an additional donkey delivery.

- Finally, place the donkey card in the game box.

NOTE: Keep the donkey card, that you played for the stable scoring, face up below your stable until the end of the game.

After all players have made their donkey deliveries, continue with the scoring phase.

Example: Check the example on page 13.

IV THE SCORING PHASE

During the scoring phase gain prestige and must pay your assigned workers.

Perform the following steps together in the given order:



EXPLAIN THE MARKET BONUS TILES NEXT TO THE PRESTIGE TRACK.

Step ① - Score milestones

Gain an amount of prestige matching the position of your milestone marker on the milestone track. The milestone marker remains on its space, so you gain more and more prestige during the game.

Step ② - Stable scoring

Add the values of the donkey cards you have placed face up below your stables so far during the game. Compare your total values.

3-4 players: Depending on your total value gain the following prestige:

	1 st round	2 nd round	3 rd round	4 th round
1 st place	1 prestige	2 prestige	3 prestige	4 prestige
2 nd place	0 prestige	1 prestige	2 prestige	3 prestige
3 rd place	0 prestige	0 prestige	1 prestige	2 prestige
4 th place	0 prestige	0 prestige	0 prestige	1 prestige

2 players: Depending on your total value gain the following prestige:

	1 st round	2 nd round	3 rd round	4 th round
1 st place	1 prestige	2 prestige	3 prestige	4 prestige
2 nd place	0 prestige	0 prestige	1 prestige	2 prestige

In case of a tie check your current positions on the siesta track.

Step ③ - Score support markers

If your support marker is still showing the prestige side, gain 1 prestige. Otherwise turn it back from the basket side to the prestige side.

Step ④ - Pay workers

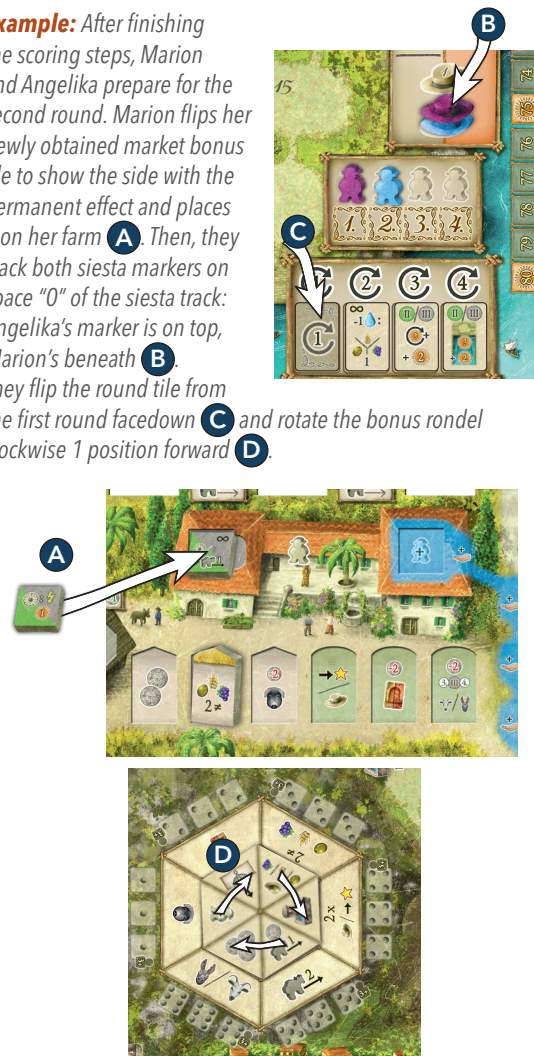
Pay 1 silver for each assigned worker on your farm spaces or farm extensions. If you do this, place the paid worker in the supply. If you cannot or do not want to pay one or more assigned workers, they go on strike and remain on the farm spaces or farm extensions.

NOTE: During final scoring, you will lose prestige for any unpaid assigned workers on farm spaces or farm extensions.

Example: Marion already reached 2 milestones with her donkeys on the road and gains 2 prestige **A**. She does not gain prestige for her donkey card "4", that she played for the stable scoring **B**. Angelika also played a "4" and moved further on the siesta track **C**, thus winning the tie. Marion gains 1 prestige for her support marker **D**, as Angelika did not deliver farm goods to her via goat deliveries (instead, Angelika made a community delivery with the goat during the transport phase). Finally, Marion pays 1 silver for the worker **E**, who gave her two harvest goods on the farm extension. She places them back in the supply **F** and can take that action again during the next round by assigning another worker.



Example: After finishing the scoring steps, Marion and Angelika prepare for the second round. Marion flips her newly obtained market bonus tile to show the side with the permanent effect and places it on her farm **A**. Then, they stack both siesta markers on space "0" of the siesta track: Angelika's marker is on top, Marion's beneath **B**. They flip the round tile from the first round facedown **C** and rotate the bonus rondel clockwise 1 position forward **D**.



Step 5. - Prepare for the next round

If this is the fourth round, skip this step and proceed to final scoring. Otherwise perform the following steps.

- Flip your newly obtained **market bonus tiles** face down, so they show their permanent effect. Place the tiles on the matching spaces of your farm or stable, so you can use these permanent effects starting with the next round.
- Stack the siesta markers again on space "0" of the **siesta track**, so that the stack represents the current turn order (first to last from top to bottom).
- Flip the current **game round tile** face down.
- Rotate the **bonus rondel** clockwise 1 position forward (if you play in Switzerland, instead turn it counter-clockwise).

ANYTIME ACTIONS

El Burro offers many ways to get different things, that you need for an optimal turn. Especially important for this are *anytime* actions, that you can take at any time during your own turns. You can even use them to interrupt your actions. You can immediately use farm goods that you take via *anytime* actions (that is, you do not need to be able to store them first).

- **"Buy basic goods":** Buy 1 basic good. The purchase prices are shown next to each storage space. Pay the corresponding amount of silver and place 1 goods token on the appropriate storage space or on a pig stable marking.
- **"Sell basic goods":** Sell 1 basic good. The sales prices are shown next to each storage space. Return the goods token from the appropriate storage space to your supply and take the corresponding amount of silver from the supply.

Exception: You cannot sell harvest goods from your fields.

- **"Upgrade a basic good":** Upgrade a basic good by moving 1 goods token from a storage space or field along the arrows to the corresponding storage space. You must pay the stated price in silver.

- **"Assign a worker"**: Place a worker from your farmhouse on an empty farm space or farm extension and take the displayed action. If there is already a worker on a space, you cannot take that action. During the scoring phase, you may pay assigned workers to return them to the supply, so you can use those actions again in the next round.

You can choose the following actions on your farm spaces at the start of the game:



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



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



"Buy a pig": Pay 2 silver and place 1 goods token in an empty marking of your pig stable.



"Upgrade a basic good" or **"Have a siesta"**: Take one of these actions once. Upgrade a basic good for free by moving 1 goods token from one of your storage spaces or fields along the arrows to the corresponding upgraded storage space without paying the cost; or move your siesta marker 1 space forward on the siesta track.



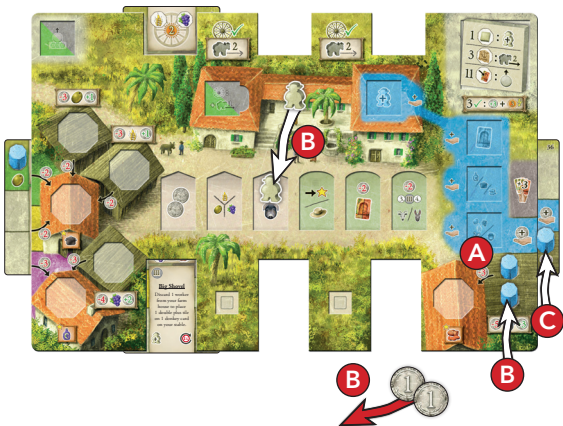
"Play a farm card": Pay 2 silver to play 1 farm card at your farm.



"Make a delivery": Pay 2 silver to make an additional delivery during the transport phase:


- **"Donkey delivery"**: Make 1 delivery during step 4 of the transport phase to one of your delivery targets.
- **"Goat delivery"**: Make 1 delivery during step 3 of the transport phase to a delivery target of another player.

Example: In the example for expanding her farm on page 17, Marion did not get pigs as offspring during the farm phase, as she only had 1 pig **A**. If she first uses an anytime action and assigns one of her workers to the "Buy a pig" farm space, she pays 2 silver and buys 1 pig **B**. Then, she gets the offspring when expanding her farm and places a third pig on the marking of the farm card, that she placed in the farm administration **C**.



- **"Special delivery"**: Place 1 of the required goods tokens on an empty marking of your "game end" market barrows or boats in the harbor. Keep in mind that you only score for completed special deliveries at the end of the game. Once delivered, you cannot take the goods token back to your farm!

TACTICAL HINT: *It makes sense to wait with these special deliveries until the final scoring. Thus, the other players may help you to fill your "game end" market barrows and boats!*

- **"Use the trough marker"**: You can move your trough marker back on your trough track for the following effects:
 - **"Take silver"**: Move your trough marker 1 space back. Take 1 silver from the supply.
 - **"Hire workers"**: Move your trough marker 3 spaces back. Place 1 worker from the supply on your farmhouse.
- **"Fulfill achievements"**: There are 2 general achievements next to the barriers of the road and 3 personal achievements on your farm. When you fulfill one of them, place 1 goods marker on that marking and possibly gain a bonus.
 - You must fulfill the general achievements on the game board, so your donkeys can pass the respective barriers. If you are the first to fulfill an achievement, place your goods marker on the marking for 1 or 3 prestige.
 - When you fulfill all 3 personal achievements on your farm, you gain a bonus of 3 silver and 3 prestige .

Check the glossary for all achievements.

07 END OF THE GAME AND FINAL SCORING


The game ends after the fourth round. After the scoring phase of the fourth game round perform the following final scoring.

FINAL SCORING

Perform the following steps together in the given order.

Step ① - Reward tracks

Score the achieved goals on the reward tracks:

- **Track connections:**  If you moved your reward markers on two **adjacent** tracks at least to space "3", gain the prestige displayed between both tracks. Check if you fulfilled this requirement for all five track connections.
- **Scoring options:** When you placed your reward markers on the topmost spaces of the tracks, gain the prestige for the displayed scoring options. Check page 14 for all six scoring options.

Step ② - Special farm cards

Score the special farm cards that you played at your farm.

- **Score fields:** Score the appropriate fields at your farm.
- **Score farm administration:** Score the different categories.
- **Score acquisitions:** Score the listed things.
- **"Game end" market barrows:** If you played "game end" market barrows and can now deliver the missing farm goods or silver or send the required workers, gain the displayed prestige. The same is true if the barrows were already completely delivered by you or other players during the game.

Check the glossary for an overview of the special farm cards.

Step ③ - Boats in the harbor

If you have boats in the harbor and can now deliver the missing farm goods or silver or send the required workers, gain the displayed prestige. The same is true if the barrows were already completely delivered by you or the other players during the game.

Step ④ - Trough track

Gain prestige for your trough marker.

Gain 1 prestige for every 2 spaces, that you move your trough marker back on your trough track.

Step ⑤ - Loss of prestige for striking workers

For each striking worker on your farm spaces or farm extensions, move your prestige marker 1 space back on the prestige track.

Remaining farm goods, silver, and workers offer no additional prestige.

If you have the highest prestige you win the game of **El Burro!**

In case of a tie, check the siesta track – if you are tied and further ahead on that track, you win the tie.

Example: At the end of the game, Marion moved three of her reward markers far enough on the second to fourth track to gain 6 prestige for the track connections **A**. She chose the scoring option at the top of the third track. She gains 11 prestige for 11 farm cards at her farm **B**. Marion has three special cards at her farm. She gains 4 prestige for 3 market bonus tiles on her farm and stable **C** and 3 prestige for the olive and grape fields **D**. She delivers the missing pig to her "game end" market barrow and gains 4 prestige for the complete delivery **E**. Marion's trough marker is only on space "1," so she does not gain prestige for that **F**. Instead, she would have done the following the last scoring phase: Marion does not have any silver left, so she takes 1 silver via an anytime action by moving her trough marker back to space "0". She pays the assigned worker on the farm extension and does not lose any prestige **G**. As Marion did not reach the harbor with her donkeys, she does not get prestige for a completely delivered boat.





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CREDITS

El Burro developed in the course of working on possible La Granja expansions. Quickly I realized that it is better to create a new holistic game experience in the world of La Granja than to develop an extensive expansion including many exceptions. Many ideas of the expansions, that we tested and dismissed during the development of La Granja Deluxe Master Set, are now part of *El Burro*.

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