

El Burro

A
La Granja
Game



SOLO RULES BOOKLET



El Burro

Solo game from Andreas Odendahl



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01 INTRODUCTION

Try to beat Leon in the solo game of *El Burro*.

Leon is a donkey living in a Spanish sanctuary, and was sponsored by the company Board&Dice when releasing the La Granja Deluxe Master Set. The bot in that game was already named after Leon; and as ode. was also once bitten by a donkey with a mean intent to kill (others would say that the donkey only tenderly nibbled at him), in that game Leon lead a mob of more "individual" (in ode.'s words: "malicious"!)

donkeys, who managed their own farm and who you needed to beat. However, the anger vanished by now, and thus, in *El Burro* you can instead have a fair competition against a lovely donkey named Leon!

Leon acts via solo game round cards and a number of tiles they receive during the game. Take care of Leon's actions by following their guidelines. The longer the game takes, the more of Leon's decisions you need to apply.

You win the game if you have a higher prestige than Leon after the final scoring.

02 GAME COMPONENTS

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

- 1 solo farm board
- 1 solo stable board
- 12 solo game round cards
- 9 special solo farm cards
- 1 solo reward overview
- 6 solo farm goods tiles
- 6 solo farm extensions
- 3 solo transport bonus tiles
- 1 solo rules booklet
- 1 solo play aid

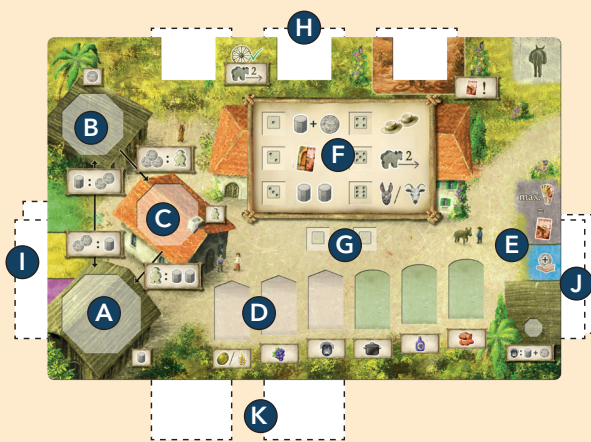
THE SOLO REWARD OVERVIEW

Leon gains additional prestige when moving their markers forward on the reward track. Choose between the two sides of the reward overview: simple **A** and ambitious **B**.

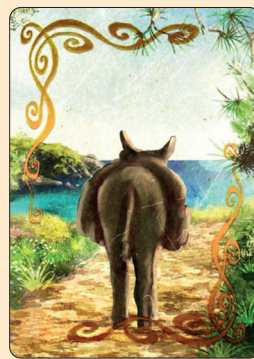
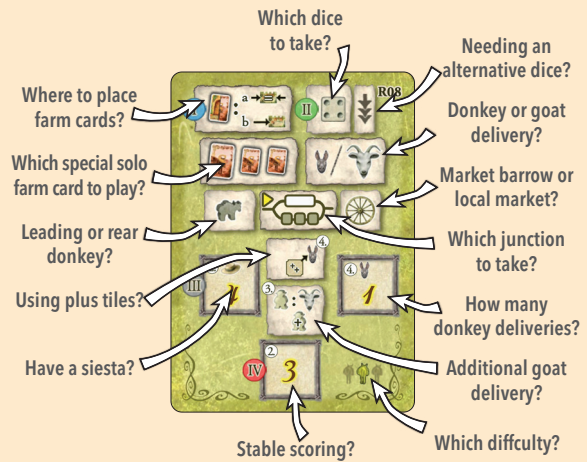


THE SOLO FARM BOARD

Leon's farm has only two storage spaces for goods tokens **A** and silver **B**, and a small farmhouse for their workers **C** showing the respective trading costs. At the bottom are six farm spaces **D**, where Leon places their farm extensions. To the right is the area for the farm administration **E**. In the center is a display of Leon's revenue actions **F**, while directly below are two spaces for the chosen revenue dice **G**. Leon plays cards to all four sides of the farm. Depending on the position they represent different things. At the top they can play at most 3 cards as market barrows **H** - one in each slot. The right slot is reserved for a "game end" market barrow. To the left and right they can play cards overlapping as fields **I** or as farm administration **J** and at the bottom they place their special solo farm cards **K**; there Leon can play any number of cards.



THE SOLO GAME ROUND CARDS



Backside

The solo game round cards show which decisions Leon takes in the different phases. There are three difficulty ranges, so you can take on different challenges.

THE SOLO STABLE BOARD

Leon's stable has the following areas: spaces for the farm goods tiles **A**, the goat delivery area (or "goat area" for short) **B**, spaces for the plus tiles **C**, a transport bonus tile **D** and the stack of game round cards **E**. At the top are the milestone and trough tracks **F**.



THE SPECIAL SOLO FARM CARDS

Leon has their own special farm cards, that they prefer to play starting with the third game round. Playing them costs silver as usual **A**. The cards offer three functions: At the top of the card is a "game end" market barrow **B**, that only shows goods tokens instead of farm goods, as Leon does not distinguish between them. Below that are the following three categories: instructions for the "hot!" variant **C**, and two "game end" scorings **D**.



Backside

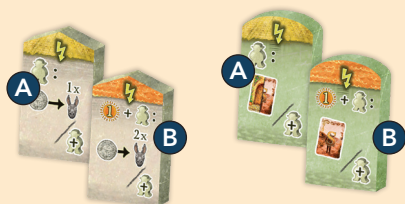
THE SOLO FARM GOODS TILES

Leon uses the farm goods tiles to determine their preferred farm goods, that they will deliver to you via goat deliveries.



THE SOLO FARM EXTENSIONS

Leon has their own farm extensions, offering them immediate effects, when placing them with the thatched roof side on their farm **A** or upgrading them to their tiled roof side **B**.



THE SOLO TRANSPORT BONUS TILES

Depending on the values of the game round cards for the transport phase, Leon gets additional bonuses as shown on the transport bonus tiles.



04 SETUP

- A** Choose colors for Leon and yourself. Randomly determine, if Leon or you begin the game. Prepare the game as usual for 2 players: **game board** and **reward board** along with Leon's markers, supplies and your own play area with **farm**, **stable** and your **tiles** and **wooden markers**.
- B** Place Leon's **solo farm board** next to your play area. As usual, leave some space around it to place farm cards at the farm. Place Leon's **goods tokens** as their supply next to their farm.

- C** Place 1 **goods token** and 2 **silver** on the matching storage spaces of Leon's farm.
- D** Draw **farm cards** to create Leon's starting display. Draw cards one by one and place them as follows at their farm:
 - Place the 1st card as a field (place 1 goods token on the storage space for goods tokens).
 - Place the 2nd and 3rd cards as market barrows (in the left and center card slots).
 - Place the 4th card as farm administration.
- E** Place 1 **support marker** with the prestige side face up next to Leon's farm.
- F** Place Leon's **stable board** next to the farm. Place the **trough** and **milestone marker** on the appropriate spaces. Leon starts with the trough marker on space "1".
- G** Shuffle the 12 **solo game round cards**, draw 4 and place them as a facedown stack on the appropriate space of the stable. Reveal the top card. Place the remaining 8 cards as a face down auxiliary stack next to the stable.

You can adjust the difficulty range via a preselection of the game round cards. Take 4 cards as explained below and shuffle them for the face down stack:

- **simple difficulty:** Take the 4 cards showing green donkeys.
- **middle difficulty:** Take the 4 cards showing yellow donkeys.
- **ambitious difficulty:** Take the 4 cards showing red donkeys.
- You can vary the difficulty range by taking cards from two or three different groups.

- H** Shuffle the 3 **solo transport bonus tiles** and place 1 of them face up on the appropriate space of the stable. Place 1 additional tile face down next to the stable, and place the third in the game box.
- I** Place the 6 **solo farm goods tiles** on the spaces of the stable.
- J** Randomly place the **solo farm extensions** with the thatched roof side on the first spaces of the reward board matching the shape of the tiles.
- K** Shuffle the **special solo farm cards** and place them in a facedown draw stack next to the farm. Draw 3 cards and place them in a faceup row.
- L** Place the **solo reward overview** next to the reward board. Choose whether you want to play with the simple or ambitious side .
- M** When it is Leon's turn to choose a starting space for their donkeys and gain the respective reward, check the dice symbol of the face up solo game round card, and place Leon's donkeys on the following starting space (from on the leftmost to on the rightmost space):
 - Leon places 1 goods token and 1 silver on their storage spaces.
 - Leon places 2 goods tokens on their storage space.
 - Leon takes 3 silver from the supply.
 - Leon moves their siesta marker 2 space forward on the siesta track.

- Leon moves one of their donkeys 2 spaces forward on the road.
- If the game round card shows a "6" (or, if Leon is starting the game and the dice symbol specifies the starting space that you have already chosen for your donkeys), follow the small arrows next to the dice symbol to determine the reward:



Arrows point up: Leon takes the reward of , or chooses the next highest dice value.



Arrows point down: Leon takes the reward of , or chooses the next lowest dice value.

You can now start the solo game against Leon!

SETUP FOR LEON'S GAME COMPONENTS



04 LEON'S GENERAL CONCEPTS

The general rules are mostly valid for the solo game. Find all necessary changes in this rules booklet.

So you correctly perform Leon's wishes and decisions during the game, we will first introduce Leon's most important concepts in detail.

This chapter already contains all necessary game rules. They are important in several phases of the game.

LEON'S GOODS

Leon is no gourmet. When hungry, they eat whatever is available – grapes or grain, they do not care! As Leon does not distinguish for themselves while eating, they expect the same from their customers, and for them to take whatever they deliver. Ode. has no idea why Leon's customers put up with this! Perhaps they respect them a little bit after La Granja Deluxe? Their reputation seems to be that of a dubious mafia boss...

Leon uses their goods tokens to display their goods stock. They only have a single big storage space for farm goods. Leon does not distinguish between different goods types. When 1 goods token is on the storage space, it is considered to be a universal good that Leon can deliver for each demanded goods type (except silver and workers).

When Leon plays a field or harvests farm goods during the farm phase, they place 1 goods token for each new field, or while harvesting for all fields, on the storage space of their farm. Leon ignores the goods types displayed on the fields.

When Leon delivers goods, they fill the market barrows and local markets from left to right with goods tokens. They take goods tokens from their storage space and ignore the displayed goods symbols on the cards.

If a delivery target demands silver or workers, Leon delivers these.

Example: Two fields and the storage space for goods tokens.



LEON TRADES GOODS

When Leon needs goods tokens, silver, or workers but does not have them on their storage spaces or small farmhouse, they make the following trades, if possible:

Leon needs ...	Leon trades ... for ...
silver	1 goods token for 2 silver
goods tokens	A 2 silver for 1 goods token
	B 1 worker for 2 goods tokens
workers	3 silver for 1 worker

- To get missing goods tokens, Leon prefers to trade silver for goods markers. Only if they do not have enough silver for a needed goods token, they trade a worker.
- Leon only trades at most once per delivery. Leon only closes the trade if they have enough resources to make the demanded action. Otherwise they completely pass on the trade and make no delivery.


LEON'S SPECIAL WAY TO PLAY FARM CARDS

Leon follows a specific procedure to play farm cards.


With each "Play a farm card" action, Leon plays 1 farm card at their farm:

- If one of the two slots for market barrows is empty, they automatically play the card as a market barrow.

Reminder: The rightmost slot is only for a "game end" market barrow. Leon only uses this slot when they play their first special solo farm card.
- If all relevant slots for market barrows are filled, Leon follows the instructions of the current game round card. That card states, where Leon plays the farm card:

a.  Most important for Leon is the same number of farm cards to the left and right at their farm.

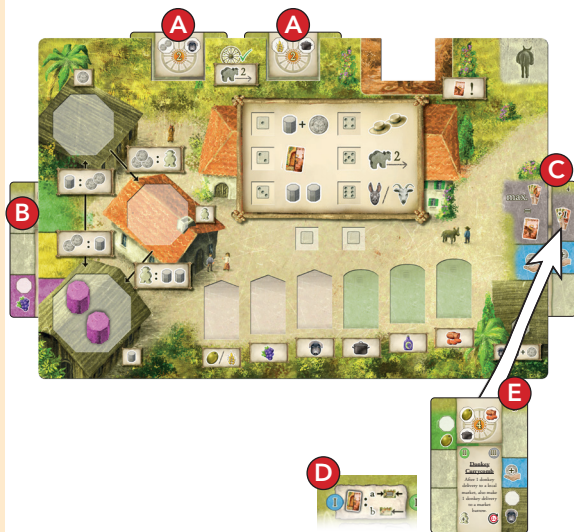
When they have more fields than cards in the farm administration, they place the card in the administration, and vice versa.

b.  If Leon has the same number of cards to the left and right of their farm, they follow the arrow: When the arrow points from the left on the farm board, Leon plays a farm. They immediately place 1 goods token on the storage space. When the arrow points from the right on the farm board, Leon places the card in the farm administration.

- **Important:** Leon never plays acquisitions!

To play a normal farm card during the **first** and **second game round**, Leon simply draws 1 farm card from the stack and places it at their farm, following the procedure above.


Example: Leon plays a normal farm card. At their farm are two market barrows **A**, a field **B** and a card in the farm administration **C**. Thus there is a tie to the left and right of the farm and Leon follows the current game round card **D**. They play the new farm card to the right in the farm administration **E**.



NOTE: As soon as Leon has a "game end" market barrow at their farm, you can (and sometimes must) deliver it. The market barrow only shows goods tokens, as Leon simply places their remaining goods tokens on the markings at the end of the game to gain the prestige. When you deliver farm goods via goat deliveries during the game, that Leon neither needs on their local markets nor on the normal market barrows, you must deliver them to the "game end" market barrow; you cannot instead make a community delivery. In this case place the goods token on any of the empty markings of the "game end" market barrow. When the market barrow is completely delivered, you can once more make community deliveries.

Example: Leon already has a "game end" market barrow at their farm **A** and plays a special solo farm card at the bottom of their farm. During the third game round, they must pay 3 silver for that card. Leon only has 1 silver in the storage **B** and trades 1 goods token **C** for 2 silver **D**, before paying 3 silver **E**. Leon follows the instructions of the current game round card **F** and plays the center special farm card **G**. You decided against the "Hot!" variant at the start of the game, thus Leon pushes the card below the farm so the 🔥 instructions are covered **H**.

Starting with the third game round Leon prefers to play their special solo farm cards:

-  Leon follows other rules regarding the card limit. While it determines the number of cards you can have in your hand, it limits Leon's number of special solo farm cards they can play at their farm. Each normal farm card they play in the farm administration showing the matching symbol increases that number.
- Leon must pay for these cards with silver and first checks their amount of silver in the storage. If they have enough silver, they play the special solo farm card. When Leon does not have enough silver, they check if they can get enough silver by a single trade. If they cannot, Leon passes on the trade and instead plays a normal farm card. Otherwise they close the trade and play the special solo farm card.
- When Leon plays a special solo card, they check the instructions of the current game round card for which of the three face up cards they play at the farm; it is always the slightly enlarged pictured card. Leon places the card at their farm as follows:
 - They place their first special solo farm as a "game end" market barrow in the right slot at the top of the farm.
 - They push each additional special solo farm card below the bottom side of the farm, so they completely cover the market barrow and the following 🔥 instruction, and only both categories for the "game end" scorings remain visible.

NOTE: When playing the "Hot!" variant (check page 18), Leon pushes the cards below the farm, so they only cover the market barrow and the 🔥 instructions remain visible as well. Additionally, overlap the cards from left to right, so you can easily see their played order.

- Leon draws a new special solo farm card from the stack and places it at the empty position of the row of cards.



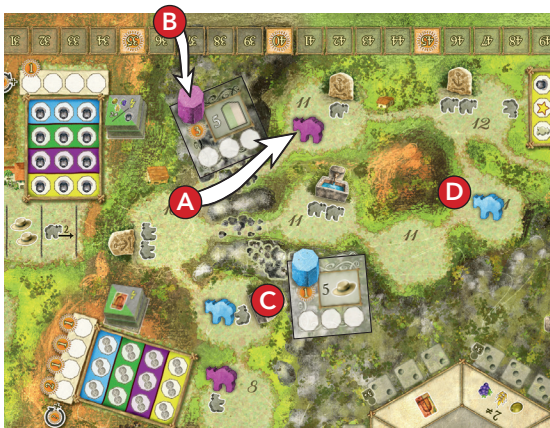
LEON'S DONKEYS ON THE ROAD TO PORT DE PALMA:

Leon moves their donkeys forward as usual along the spaces of the road. The following terms apply for Leon:

- 
Troughs and milestones: When Leon's donkeys reach or pass troughs and milestones, Leon moves the appropriate markers forward on the tracks of their stable.
- 
Barriers: The barriers are no obstacles for Leon. They know the surroundings well enough to find a way around them, and simply move their donkeys forward.

Still, Leon was not born yesterday: when they pass a barrier before you fulfill its achievement, they place a goods token on the first marking and gain the corresponding prestige.
- 
Junctions: Leon follows the instruction of the current round card at each junction, to determine whether they choose the short or long section. This is also true for the junction at the barriers.
- 
Harbor: When Leon's donkeys reach the harbor, they remain on the harbor spaces, as they later continue to move forward. When the leading donkey reaches the end of the harbor, Leon only moves the rear donkey forward until the end of the game. Leon claims harbor spaces at the final scoring.

Example: Leon's leading donkey moves past the top barrier **A** and Leon blocks the prestige marking on the achievement **B**. They gain 3 prestige and move their prestige marker forward. You already fulfilled the bottom achievement **C** and have also passed it with your leading donkey **D**.



LEON'S DELIVERIES

How does Leon deliver goods with their donkey?

If Leon has already started a delivery of a market barrow or local market (or you made a goat delivery to one of them), they continue to deliver that current delivery target, until they have completely delivered it.

If you have delivered several of Leon's delivery targets, they have a choice of current targets. In that case, Leon follows the current round card to determine which target they will deliver.

When Leon has no current delivery target, they follow the instructions of the current game round card to find a new delivery target. It states whether Leon delivers to a market barrow or local market:

- 
Market barrows:
 - Leon prefers the market barrow in the left slot, then in the center slot.
 - First, they fill the top markings from left to right, then the bottom markings.
 - If there are no market barrows at Leon's farm, instead they deliver a local market.
- 
Local market:
 - Leon delivers to the local market that they unlocked with their donkeys furthest down the road.
 - They fill the markings from left to right.
 - If Leon has currently completely delivered all unlocked local markets, instead they deliver a market barrow.

TACTICAL HINT: You can slightly control Leon with your goat deliveries to evade their instructions! If you want to draw their attention to a certain delivery goal, you can do this with your goat deliveries!

Example: According to the current game round card **A** Leon delivers their local market with a goods token. They take the goods token from the storage space **B** and place it on the left marking in their target area **C**. Leon ignores the food symbol.



HOW DOES LEON SCORE THEIR COMPLETELY DELIVERED DELIVERY TARGETS?

When Leon completely delivers a market barrow or local market, generally they follow the same game rules as you do.

COMPLETELY DELIVERED MARKET BARROW:

- Leon gains the displayed prestige.
- Leon moves the donkey indicated by the current game round card 2 spaces forward on the road.
- Leon takes all bonuses rewarded for the delivery (like bonus from game round tiles and so on).
- Leon removes the market barrow from the farm and places the card on the discard pile for normal farm cards.

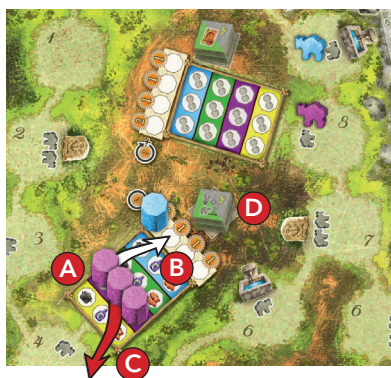


Ambitious difficulty: When looking for a bigger challenge, apply the following: After Leon removes the market barrow from the farm, they immediately draw 1 normal farm card and place it as a new market barrow at their farm.

COMPLETELY DELIVERED LOCAL MARKET:



- Leon moves a goods token to the space above the local market offering the most prestige and gains the appropriate prestige.
- Leon takes the immediate effect of the market bonus tile next to the local market. Check below for adjustments for three of the market bonus tiles.
- Leon does not take any market bonus tiles and thus does not get any permanent effects.

Example: Leon completely delivered their local market and scores it **A**. They place a good token on the second marking above the market and gain 1 prestige **B**. They place the remaining goods tokens back in their supply **C**. Additionally, Leon takes the immediate effect of the market bonus tile **D**. They make a donkey delivery and move 1 of their donkeys 1 space forward on the road. For each they follow the instructions of the current game round card.



HOW DOES LEON DELIVER GOODS WITH THEIR GOAT AND TO THE COMMUNITY?

When Leon makes their first goat or community delivery of the game, they follow these steps in the given order:

1. Leon follows the instructions of the current game round card. The dice symbol determines the goods type that Leon delivers: On Leon's stable are 6 farm goods tiles, each matching a die value. Leon places the appropriate farm goods tile on the topmost empty space of the goat area.
2. Leon makes a goat delivery to you. The current game round card states whether they first deliver to one of your market barrows (including "game end" market barrows)  or one of your local markets , that needs the farm good displayed on the farm goods tile. If none of the preferred delivery targets needs that farm good, Leon delivers to the other type.

Example: Leon wants to deliver a grape to one of your market barrows. As none of your market barrows needs a grape, next Leon checks the local markets they already unlocked. They find the marking for "grape + 1 silver".

3. Leon gains the usual rewards for the goat delivery: They gain 1 prestige for the first goat delivery of a game round. They move the reward marker 1 space forward on the appropriate reward track. Check below for Leon's actions on the reward tracks.
4. If neither your market barrows nor local markets need the stated farm good, Leon makes a community delivery and only moves forward on the reward track.

For each further goat delivery, Leon follows these steps in the given order:

1. Leon tries to deliver the farm good displayed on the topmost face up tile of the goat area. If there is no demand for that farm good, and there are additional farm goods tiles in the goat area, Leon checks them as well one after another from top to bottom.
2. If Leon still does not find a delivery target, they choose another farm goods tile following the same procedure as explained above and place the new farm goods tile on the next empty space below the previous tile on the goat area. Then they try to deliver that farm good. If that fails again, they make a community delivery.

Exception: If the game round card demands a farm goods tile that is already on the goat area, Leon reveals the topmost card from the auxiliary stack and follows its small arrows next to the dice value to determine the farm goods tile.



Arrows point up: Leon chooses the next highest dice value. They continue from 6 to 1.

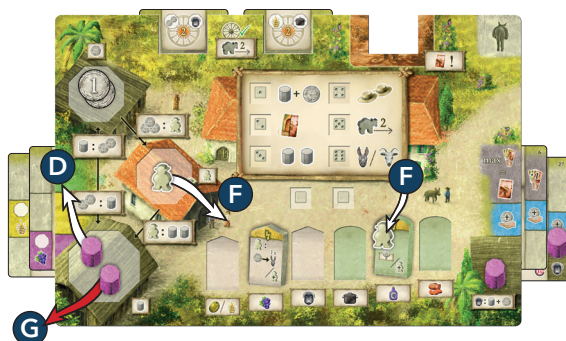


Arrows point down: Leon chooses the next lowest dice value. They continue from 1 to 6.

NOTE: Leon only makes a community delivery instead of the goat delivery when he cannot find a delivery target for the newly placed farm goods tile. This way, they definitely gain a new farm extension.

3. If there are several farm good tiles on the goat area, Leon always starts the search with the topmost tile. They only look for a new farm goods tile if all face up tiles on the goat area fail to determine a deliverable farm good.
4. When Leon makes a community delivery (e.g. via a bonus action of the bonus rondel), they always deliver the farm good as stated by the topmost farm goods tile. They place the goods token in their supply and move forward on the matching reward track.





Example: During the second game round Leon makes a goat delivery to you. As stated by the farm goods tile on the goat area they try to deliver a grape, as they already did during the first game round **A**. Because of the current game round card they check local markets they already unlocked **B**, then your market barrows. Leon does not find a valid delivery target and chooses a new farm goods tile. They follow the instructions of the current game round card and place the wine tile on the goat area **C**. You need wine on the third local market, so Leon delivers a goods token from their storage space **D**. They gain 1 prestige from your support marker. Then, they move the reward marker on the wine reward track 1 space forward and take the farm extension **E**. Leon places it on their farm and activates the immediate effect thanks to the worker on their small farmhouse **F**. Leon makes a community delivery and, as stated on the topmost farm goods tile, delivers 1 grape. Thus, they move their markers on the reward track and trough track 1 space forward **G**. You chose the simple difficulty, so Leon finally gains 1 prestige as listed on the reward overview **H**.



THE MARKET BONUS TILES

Leon takes the immediate effect of the market bonus tiles when they completely deliver their local markets or when they reach or pass both market bonus tiles next to the prestige track.

Three market bonus tiles need adjustments for Leon. The other tiles work as normal.

- 
Immediate effect - "Take an upgraded good": Leon takes 1 goods token.
- 
Immediate effect - "Take farm goods" or "Take a pig": Leon takes 1 goods token and 1 silver.
- 
Ambitious difficulty: When looking for a bigger challenge, apply the following: Instead, Leon takes 2 goods tokens.
- 
Immediate effect - "1 free step on a reward track": As stated on the topmost farm goods tile, Leon moves the reward marker 1 space forward in the matching reward track.

THE REWARD TRACKS

Leon gains the following rewards on the spaces of the reward tracks:

- 
1st space: Leon takes the farm extension from the space. They place the tile on the farm space displaying the same farm good as the track.
- 
2nd space: Leon moves their trough marker 1 space forward on the trough track.
- 
3rd space: Leon updates the farm extension on the farm space matching the farm good of the reward track by turning the tile to the tiled roof side.
- 4th space:** When Leon reaches the top space, if you have not already chosen the scoring option, Leon moves their marker on that space and blocks it. If you already chose the scoring option, Leon places their marker in the lower section. In both cases, they play 1 special solo farm card for free! Afterward, they turn the matching farm goods tile face down on the goat area, and ignore it for further goat deliveries.

NOTE: When Leon blocks a scoring option, they do **not** gain prestige for it during the final scoring. Instead, they score their played special solo farm cards.

- In addition to the rewards of the track, Leon gains a bonus depending on the chosen side of the reward overview:



Simple difficulty: Leon gains 1 or 2 prestige for the second or third step on each reward track. The symbol next to the top space is only a reminder that Leon plays a special solo farm card for free.



Ambitious difficulty: Leon gains 1, 2, or 3 prestige for the first, second or third step on each reward track. The symbol next to the top space is only a reminder that Leon plays a special solo farm card for free.


Example: Leon moves forward on the reward track and reaches the fourth space before you. They block the scoring option and play one of their special solo farm cards. Leon does not gain prestige for their blocked scoring options.



LEON'S FARM EXTENSIONS

When Leon moves forward on the reward tracks, they gain the solo farm extensions on the first spaces, and upgrade them later.

In both cases, Leon activates the immediate effect of the farm extension once. Two different things can happen:

- Leon has a worker on their small farmhouse. They place the worker on the farm extension and perform the top immediate effect. The worker remains on the tile until the end of the game round. If Leon has no worker but enough silver for a trade, they use that traded worker.
- 
 Leon has no worker on the farmhouse and cannot make a trade. Instead of activating the top effect of the farm extension, they take 1 worker from the supply and place them on the small farmhouse.

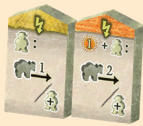


The farm extensions offer the following immediate effects:



"Donkey delivery with costs":

- **Thatched roof:** Leon pays 1 silver for 1 delivery to one of their delivery targets.
- **Tiled roof:** Leon gains 1 prestige and pays 1 silver for up to 2 deliveries to their delivery targets.



"Travel on the road":

- **Thatched roof:** Leon moves the donkey specified by the current game round card 1 space forward on the road.
- **Tiled roof:** Leon gains 1 prestige and moves the donkey specified by the current game round card 2 spaces forward on the road.



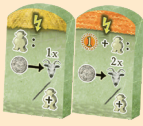
"Fill trough":

- **Thatched roof:** Leon moves their trough marker 1 space forward on their trough track.
- **Tiled roof:** Leon gains 1 prestige and moves their trough marker 2 spaces forward on their trough track.



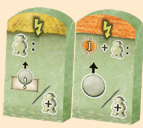
"Play a farm card":

- **Thatched roof:** Leon plays 1 farm card at their farm.
- **Tiled roof:** Leon gains 1 prestige and plays 1 special farm card at their farm.



"Goat delivery with costs":

- **Thatched roof:** Leon pays 1 silver for 1 delivery to one of your delivery targets.
- **Tiled roof:** Leon gains 1 prestige and pays 1 silver for up to 2 deliveries to your delivery targets.



"Community delivery / 1 free step on a reward track":

- **Thatched roof:** Leon places 1 goods token from the farm in their supply and moves 1 space forward on the reward track matching the farm good as stated by the topmost farm goods tile on their goat area.
- **Tiled roof:** As stated on the topmost farm goods tile, Leon moves the reward marker 1 space forward on the matching reward track.

05 SEQUENCE OF PLAY

As usual, play 4 game rounds in the solo game. Besides your own actions take care of Leon's actions and decisions, as stated on their game round cards. So you do not confuse things, always take care of each of your actions in turn order during all steps. Leon is patient but of course does not help you.

I THE FARM PHASE

STEP 1. - CHECK THE GAME ROUND TILE

The following game round tile for the first game round needs an adjustment for Leon. The other tiles work as normal.



During the reward phase, Leon takes the bonus action that matches the community die.

STEP 2. - EXPAND THE FARM

Leon performs the following action to expand their farm.



"Play a farm card": Leon plays 1 farm card at their farm.

NOTE: Thus, Leon plays 1 additional farm card during the first game round besides the 4 starting cards during setup.

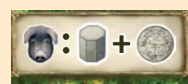
STEP 3. - INCREASE THE FARM

Leon gets income, harvests farm goods, and gets offspring as follows.



"Gain income": Leon takes an amount of silver as shown at their farm administration.

"Harvest": Leon places 1 goods token on the storage space for each field at their farm.



"Gain offspring": When Leon has empty pig stable markings, they cover **one** of these markings with 1 goods token. Leon places 1 goods token and 1 silver on their storage spaces.

NOTE: Leon takes 1 goods token and 1 silver as "offspring" as long as they have empty markings in their pig stable. The used markings remain covered until the end of the game. This limits Leon's options to regularly gain offspring. If it is confusing for you that Leon's good tokens on the pig stable are not representing the basic good "pig", you can use the goods tokens of a third color for covering the pig stable markings.

Example: During the farm phase of the first game round the following applies for Leon: As stated by the game round tile, during the reward phase Leon takes the bonus action that matches the community die **A**. As shown in a previous example, they place the farm card in the farm administration **B**. Leon takes 3 silver as income **C** and places that on the storage space. They harvest 1 goods token for the field **D**. Finally, they gain offspring by covering the first marking on the pig stable with a goods token to get 1 goods token and 1 silver **E**.



II THE REVENUE PHASE

Roll the 5 revenue dice and place them on the respective spaces of the dice supply. In turn order, you each alternately take two revenue dice, place them on your farms, and take the revenue actions.

Leon takes the actions as follows:

- They follow the instructions of the current game round card to decide which revenue they choose. If there is at least one die with the stated value, Leon takes it.
- If there is no die with the stated value, Leon reveals the topmost card from the auxiliary stack and follows its small arrows next to the dice value to determine the revenue die.



Arrows point up: Leon chooses the next revenue die with a higher value. They continue from 6 to 1.



Arrows point down: Leon chooses the next revenue die with a lower value. They continue from 1 to 6.

- Leon does not take the revenue action of the dice supply. Instead, Leon's revenue actions are displayed on their farm. They place the chosen revenue die on their farm and take the appropriate revenue action:



"Take farm goods and silver": Leon places 1 goods token and 1 silver on their storage spaces.



"Play a farm card": Leon plays 1 farm card at their farm.



"Take farm goods": Leon places 2 goods tokens on their storage space.



"Have a siesta": Leon moves their siesta marker 2 spaces forward on the siesta track.



"Travel on the road": Leon moves the donkey specified by the current game round card 2 spaces forward on the road.

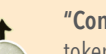


"Make a delivery": As stated by the current game round card, Leon makes the following delivery:

- **"Donkey delivery":** Leon makes 1 delivery to one of their delivery targets.
- **"Goat delivery":** Leon makes 1 delivery to one of your delivery targets.
- Leon takes the rondel bonus for the first and second revenue dice. The following two bonuses need adjustments. The other bonuses work as normal.



"Take an upgraded good": Leon takes 1 goods token.



"Community delivery": Leon places 1 goods token from the farm in their supply and moves 1 space forward on the reward track matching the farm good as stated by the topmost farm goods tile on their goat area.

- Finally Leon uses the value of the community die for the appropriate action as stated on their farm.

Example: Leon takes their first revenue action. As stated on the current game round card, they want to take a revenue die "3" **A**. There is none, so Leon reveals the topmost auxiliary card. They follow its arrow **B** and take one of the revenue dice "2" **C**. Leon plays a farm card as a field **D**, places another goods token on the storage space **E** and moves their siesta marker on the siesta track 1 space forward.



NOTE: When Leon should use a double plus tile but can only move their trough marker back for a single, they only use that single plus tile.

• **"Travel on the road" and gain prestige**

1 2 3 When Leon reaches at least space "2" of the siesta track, depending on the position of their siesta marker Leon moves the donkey specified by the current game round card 1-3 spaces forward on the road. When reaching at least space "3" Leon also gains 1-3 prestige.

• **Transport bonus**

When the current game round card displays a "1", "2", or "3" in the **siesta box**, Leon gains the respective transport bonus, as stated on the transport bonus tile.



"Community delivery": Leon places 1 goods token from the farm in their supply and moves 1 space forward on the reward track matching the farm good as stated by the topmost farm goods tile on their goat area.



"Travel on the road": Leon moves the donkey specified by the current game round card 2 spaces forward on the road.



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



"Play a farm card": Leon plays 1 farm card at their farm.



"Donkey delivery with costs": Leon pays 1 silver for 1 delivery to one of their delivery targets.



"Take harvest goods": Leon places 2 goods tokens on their storage space.



"Hire workers": Leon takes 1 worker from the supply and places them on their small farmhouse.



"Take farm goods and silver": Leon places 1 goods token and 1 silver on their storage spaces.



"Fill trough": Leon moves their trough marker 1 space forward on their trough track.

III THE TRANSPORT PHASE

STEP 1. - CHOOSE DONKEY CARDS

Leon does not play donkey cards.

STEP 2. - "HAVE A SIESTA"

Leon performs the following steps:

• **"Have a siesta"**



As stated by the number in the siesta box of the game round card, Leon moves their siesta marker 1-4 spaces forward.

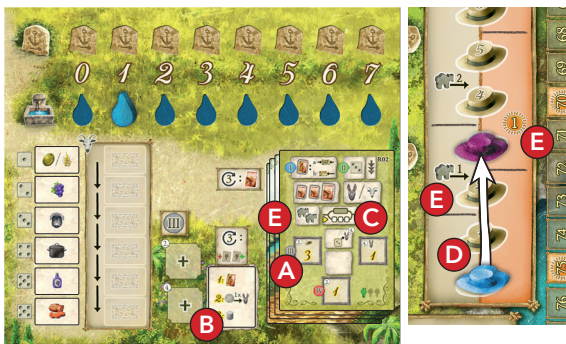
• **Plus tile**



The current game round card states whether Leon uses the plus tiles. Provided that Leon can accordingly move their trough marker back, depending on a single or double plus tile they move their siesta marker an additional 1-2 spaces forward.

After finishing both your siestas, update the turn order as usual.

Example: In the first transport phase Leon has a siesta. The current game round card displays a "3" in the siesta box **A**, thus Leon takes 1 goods token for the transport bonus **B**. Leon does not play a plus tile during this step, but will do so in the donkey delivery step **4**, **C**. They move their siesta marker 3 spaces forward on the siesta track **D**, so they gain 1 prestige and move the rear donkey 1 space forward on the road **E**.



ingly move their trough marker back, depending on a single or double plus tile they make an additional 1-2 donkey deliveries.

NOTE: When Leon should use a double plus tile but can only move their trough marker back for a single, they only use that single plus tile.

• **Transport bonus**



When the current game round card displays a "1," "2," or "3" in the **donkey box**, Leon gains the respective transport bonus, as stated on the transport bonus tile.

Special situation in the fourth game round: During their final transport phase, when Leon has completely delivered a delivery target, but cannot completely deliver another delivery target with their remaining donkey deliveries, they skip them. This way, Leon may have enough goods tokens left to completely deliver their "game end" market barrow and possible boats at the harbor.

Example: Leon can make another 2 donkey deliveries. Their market barrows at the farm still need 3 and 4 deliveries. Their local markets also still need at least 3 deliveries. Thus, Leon skips both remaining donkey deliveries to keep their last goods tokens.

STEP 3 - "GOAT DELIVERY": DELIVERIES TO THE NEIGHBOR

Leon performs the following steps:

• **"Goat delivery"**

They make 1 goat delivery.

• **Additional "Goat delivery"**



If the current game round card shows these symbols, and Leon can place a worker from their farmhouse back in the supply, they make a **second** goat delivery.

If Leon has no worker and cannot make a trade, instead they take 1 worker from the supply and place them on the small farmhouse.

STEP 4 - "DONKEY DELIVERY": DELIVERIES TO LEON'S OWN DELIVERY TARGETS

Leon performs the following steps:

• **"Donkey delivery":** As stated by the number in the donkey box of the game round card, Leon makes 1-4 donkey deliveries.

• **Plus tile**



The current game round card states whether Leon uses the plus tiles. Provided that Leon can accor-



IV THE SCORING PHASE

Leon performs the steps of the scoring phase as follows:

STEP 1. - SCORE MILESTONES

Leon gains prestige matching the position of their milestone marker on the milestone track.

STEP 2. - STABLE SCORING

Leon takes the current game round card from their stable and pushes it below the stable, so only the value for the stable scoring at the bottom card remains visible.

Compare the total value of your donkey cards face up below your stable with Leon's total value:

	1 st game round	2 nd game round	3 rd game round	4 th game 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 Leon's support marker is still showing the prestige side, Leon gains 1 prestige. Otherwise, they turn it back from the basket side to the prestige side.

STEP 4. - PAY WORKERS

Leon pays 1 silver for each assigned worker on their farm extensions. When Leon cannot pay, they make as many trades as needed to pay as many workers as possible. Leon places the paid worker in the supply.

If workers remain on the farm extensions, Leon places them back in the supply, and loses 1 prestige for each of these workers.

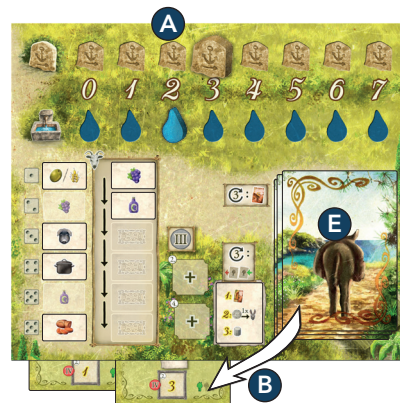
STEP 5. - PREPARE FOR THE NEXT ROUND

If this is the fourth game round, skip this step and proceed to final scoring. Otherwise perform the usual steps to prepare the next round, and also reveal the next game round card on Leon's stable.



Exchange the transport bonus tile: At the start of the third game round, Leon exchanges the current transport bonus tile for the tile placed next to the stable during setup. Place the removed tile in the game box.


Example: Leon performs the scoring phase during the second game round. They gain 3 prestige for the milestones **A**. They push the current game round card for the stable scoring below their stable **B**. You beat Leon with your donkey cards total value of "3", so they do not gain prestige for the stable scoring. As you made at least one goat delivery to their delivery targets during the transport phase, Leon's support marker shows its basket side. Leon flips it back to the prestige side **C**. Leon can pay their worker on the farm extension and places them in the supply **D**. At the start of the third game round, Leon reveals the next game round card on their stable, before you together continue with the farm phase **E**.



06 END OF THE GAME AND FINAL SCORING

Leon performs the following steps during the final scoring:

STEP 1. - REWARD TRACKS

- 
Track connections: If Leon moved their reward markers on two adjacent tracks at least to space "3", they gain the prestige displayed between both tracks. Leon checks these requirements for all five track connections.
- Scoring options:** Even if Leon reached the topmost spaces of the tracks before you, they gain no prestige for the scoring options.

STEP 2. - SPECIAL FARM CARDS

Leon scores the special solo farm cards that they played at the farm.

- "Game end" market barrows:** If Leon played a "game end" market barrow in the right card slot and it is not completely delivered, Leon now places remaining goods tokens from their farm on the empty markings of the market barrow. If they completely deliver it, they gain the prestige. The same is true if the barrow was already completely delivered by you during the game. If Leon has not enough goods tokens but enough silver and workers to deliver the "game end" market barrow, they make all necessary trades to do so.
- "Game end" scorings:** When Leon pushed special solo farm cards below their farm, they score these scoring categories. They gain prestige for the top category depending on the achieved goals. To score the bottom category, Leon compares their results with yours. If they achieved exactly as much as you, they gain 3 prestige. If they achieved more than you, they gain 5 prestige.

STEP 3. - BOATS IN THE HARBOR

If Leon reached the harbor with one or both donkeys, they now claim their harbor spaces and gain the displayed prestige.

EXCEPTION: If their donkey stands on a harbor space that you claimed during the game, they move their donkey back on the harbor spaces closer to the road spaces, until the donkey can claim a harbor space. If the donkey leaves the harbor, tough luck for Leon. This is also true, if Leon's donkeys both stand on the same harbor space; one of them claims that space, and the other moves back accordingly.

If Leon still has remaining goods tokens on their storage space to completely deliver a boat for one or both claimed harbor spaces, they choose the remaining boat(s) offering the most prestige. If Leon has not enough goods tokens but enough silver and workers to deliver the boat(s), they make all necessary trades to do so.

STEP 4. - TROUGH TRACK

Leon exchanges their remaining trough points for prestige, gaining 1 prestige for every 2 trough points as usual.

STEP 5. - LOSS OF PRESTIGE POINTS FOR STRIKING WORKERS

Leon ignores this step (since their workers are always removed in step 4 of the scoring phase).

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


If you have a higher prestige than Leon, you win the game. In case of a tie, Leon wins the game!

Example: During the final scoring, among other things Leon scores their special solo farm cards. They have 3 farm extensions on their farm and gain 6 prestige. Leon did not surpass you, as you also have 3 farm extensions, so they gain 3 additional prestige. If you had taken 1 additional farm extension, Leon would have lost this comparison, and gained no additional prestige instead.




07 "HOT!" VARIANT


We suggest this "hot" solo variant if you are ready to take care of every detail for Leon. It requires some "micromanagement" and is really difficult to beat, as it contains strategic guidelines for Leon.

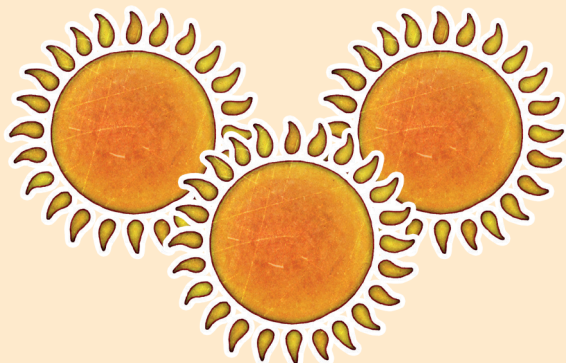
 When Leon plays a special solo farm card, they push it less far below the farm than usual. Instead, Leon only pushes the "game end" market barrow below the stable, so you can see the two categories for the "game end" scoring, and the card text next the "hot" symbol.

From now on Leon follows its stated rules changes. As long as they are valid, they take precedence over the instructions of the game round card.

 A few cards also have an immediate effect, that you need to perform once when Leon plays these cards.


When several special solo cards are below the farm, Leon performs their instructions in the played order. Thus, place the cards overlapping from left to right below the farm. If 2 cards have contradicting instructions, Leon prefers the first played card and ignores the second. If instructions repeat, Leon performs them only for the first card.

Example: During the "hot!" variant, Leon plays a special farm card below their farm, so the two categories for the "game end" scoring are visible, and the text next to the "hot" symbol .




Pay attention to the following:


Solo1:

 From now on, Leon prefers deliveries to local markets. Each time, when Leon checks for a new delivery target, they choose a not yet delivered local market. If Leon has completely delivered all local markets, this instruction becomes ineffective, and Leon only delivers market barrows until the end of the game.


Solo2:

 From now on, Leon always chooses a new farm goods tile for their goat deliveries and ignores the tiles already on the goat area. This way they gain new farm extensions faster. When they have delivered each farm goods type at least once, they follow again the instructions of the game round card.


Solo3:


 When there is at least one revenue die with a "2" during the revenue phase, Leon takes it. After fulfilling this instruction during the current phase (place a goods token on this card as a reminder), or when there are no revenue dice "2", they follow the instructions of the game round card.

Solo4:


 From now on, Leon always moves their rear donkey forward on the road. Additionally, they choose the junction that offers the moving donkey the shorter path to the next milestone. When both donkeys are on the same space, Leon moves one of them forward.

Solo5:


 Leon pay 1 silver less for their special solo farm cards: 2 silver in the third game round, and 3 silver in the fourth game round.


 When there is at least one revenue die with a "2" during the revenue phase, Leon takes it. After fulfilling this instruction during the current phase (place a goods token on this card as a reminder), or when there are no revenue dice "2", they follow the instructions of the game round card.

Solo6:


 From now on, Leon always moves their rear donkey forward on the road. When both donkeys are on the same space, Leon moves one of them forward.


Solo7:

 Leon once gains 1 trough point.


 During the transport phase, Leon only pays 2 trough points for a double plus tile. The price for a single plus tile does not change.

Solo8:

 Leon once takes 2 workers.

 When the current game round card shows an additional goat delivery (with costs of 1 worker), Leon makes that delivery for free.

Solo9:

 From now on, Leon always moves their leading donkey forward on the road. After the leading donkey reaches the end of the harbor, Leon moves their rear donkey instead.



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CREDITS

Leon's goods system is based on an idea of a fan solo variant for La Granja that Didier Renard offered at Boardgamegeek. All La Granja friends looking for an alternative to the solo variant of the game really should check this variant. The English version can be found via this link: <https://boardgamegeek.com/filepage/128154/la-granja-automa-rules-solo-play>

Huge thanks to Didier for the inspiration! Special thanks for the feedback for the solo variant go to Carsten Burak, Peter Schmäler, and Michael Beck!

08 SOLO CHALLENGES

When looking for an additional challenge, try to fulfill the following solo challenges. You fulfill them at the end of the game, as long as you also beat Leon.

Can you fulfill all challenges in all three difficulties, and even when playing the "hot" variant?

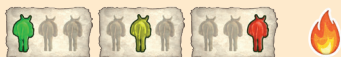
NOTE: You can play with the normal solo challenges when playing the multiplayer game. You can fulfill them as long as you also win the game!

NORMAL CHALLENGES:



- | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|---|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Reach the harbor with a donkey. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Reach the harbor with both donkeys. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Have 6 farm extensions. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Have exactly 12 farm cards – exactly 3 each at each side of the farm. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Score at least 3 track connections at the final scoring. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Completely deliver all your local markets. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Deliver at least 6 market barrows (keep the scored market barrows next to your play area). |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Have at least 2 fields of each type. Do not play with the general achievement "Small/big farm". |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Have at least 8 markings in your pig stable. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Get a card limit of at least 8. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | During setup use all market bonus tiles with income effects. Have all income market bonuses, and additionally an income of at least 5 silver. |

FOR INSATIABLE DONKEY FRIENDS:



- | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | You start the game. Begin with 3 prestige while Leon remains at 0 prestige. Leon should not overtake you on the prestige track during the whole game. If this happens, you immediately lose the game. Perform your complete final scoring before Leon. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Leon starts the game. They begin with 3 prestige while you remain at 0 prestige. During the whole game just before the final scoring, you cannot overtake Leon on the prestige track. If this happens, you immediately lose. Perform Leon's complete final scoring before yours. You only win the game, when you have a higher prestige than Leon after the final scoring. |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Leon starts the game. At the start of each game round, place Leon's siesta marker on space "2". You cannot overtake Leon on the siesta track, but you can share the same space. When you overtake them, you immediately lose the game. Of course, you only win the game with the higher prestige. |