

La Granja

SETUP STEPS

- Place the Game Board on the correct side for the number of players.
3 PLAYERS: Use the covers to cover all 4 Market Stall Places.
- Each player chooses a colour and takes:
 - 1 Player Board (Farm)
 - 4 Donkey Tiles (1 of each kind)
 - 25 Player Markers - place 1 on your Trade Commodity space.
 - 1 VP Token
 - 1 Silver Token
 - 1 Siesta Disc
- Shuffle all Farm Cards, deal 4 facedown to each player. Place the remaining Farm Cards facedown as the Draw Deck.
- Stack a number of random, facedown Roof Tiles equal to the number of players on each corresponding numbered Game Board space (discard any not used). Place the Round 1 Roof Tiles faceup above the others.
- Sort a number of Craft Markers of each type equal to the number of players onto their designated spaces, place instant ability side up. Place 1 VP on the 6 Player Ownership Marker Areas next to each of the 6 types of Craft Marker.
- Roll 1 Die. Place Building Order Marker 1 on the first Building rolled, Order Marker 2 on the second, and Order Marker 3 on the third. They must each be placed on unique locations. Place 1 VP next to each of the 3 Order Markers.
- Create a dice pool of white dice according to the number of players:
2 PLAYERS = 5 DICE | 3 PLAYERS = 7 DICE | 4 PLAYERS = 9 DICE
- Randomly choose a Start Player to receive Turn Order Marker '1'. Distribute the remaining Turn Order Markers in clockwise ascending order.
- Each player places 1 Player Marker on a Market Stall Place of value equal to their Turn Order Marker +1.
- Stack Siesta Discs in reverse turn order on the '0' space on the Siesta Track.

SEQUENCE OF PLAY

The game is played over 6 Rounds, each consisting of the following 4 Phases.

HARVEST GOODS



RESOURCES



UPGRADED GOODS



FARM GOODS



I FARM PHASE

- Play 1 Card (or 2 Cards in Round 1) from your hand into a side of your Player Board:



To the left as a **FIELD**:

- The Field enters play empty.
- There is no limit to the number of Fields you may have.



To the top as a **MARKET BARROW**:

- The top row indicates requirements.
- The bottom row is the reward for completion.
- Limit of 3 Barrows - discard 1 if the space is needed, losing Goods on it.



To the right as a **FARM EXTENSION**:

- Farm Extensions must be paid for to be played. Each Farm Extension Card costs an amount of different Farm Goods, equal to the amount of Farm Extensions you have +1. (1 for your 1st Card, 2 for your 2nd Card, etc...)



To the bottom as a **HELPER**:

- Some Helper Cards are only activated in specific Phases (I, II, III, or IV).
- Some may only be used once per Round (V), mark these with an Exhaustion Marker which is flipped to the exhausted side when activated.
- Limit of 3 Helpers - discard 1 if the space is needed.

- Draw up/discard down to your Hand limit as shown on the right-side of your Farm.
- Gain Income, according to your Craft Markers with the icon, and Farm Extensions.
- Place 1 Player Marker on each empty Field Card as Harvest Goods.
- If the player has at least 2 Pigs and space for another on Farm Extension Cards, place 1 Player Marker in a Pig Stall as a Pig.
- Each player may purchase 1 Roof Tile from the current Round in turn order (or reverse turn order in Round 1). Pay the cost indicated, then place it in the left-most space on your Player Board and collect the amount of VP indicated beneath it (if any). Players have space for a max. of 5 Roof Tiles.
Each Roof Tile has 1 use per game, some only in the Phases indicated. Once used, flip the Roof Tile facedown.

II REVENUE PHASE

- The Start player rolls all the Revenue dice.
- In turn order, each player chooses 1 die and performs its Action.
- Repeat step 2.
- In turn order, all players perform the Action of the leftover die.



Place 1 Player Marker in an empty Pig Stall.



Gain 4 Silver.



Play/Draw 1 Card, or place 1 Player Marker in 1 Harvest Good Den.



EITHER: Upgrade 2 Resources for free/advance 2 steps on the Siesta Track/or upgrade 1 Resource for free and advance 1 step on the Siesta Track.



Place 1 Player Marker in 2 different Harvest Good Dens.



Carry out 1 free Delivery or gain 2 Silver.

III TRANSPORTATION PHASE

At the start of Round 4, all player's discarded Donkey Tiles are returned to them.

- Each player secretly chooses 1 of their available Donkey Tiles. Once a Donkey Tile is played it is discarded.
- In turn order, players advance on the Siesta Track a number of steps according to the number of Hats icons they have. A player may not advance beyond the top of the Siesta Track.
- Redistribute Turn Order Markers according to furthest position on the Siesta Track. A Siesta Marker on top of a stack is further along on the Siesta Track.
- In turn order, each player may carry out 1 free Delivery per Donkey icon they have.

FOR EACH DELIVERY:

Take 1 Farm Good from a Field, Den, or Card in your Farm, then add it into an available space corresponding to the Farm Good on 1 of your Market Barrows or an available Craft Building row. Farm Goods can be Delivered in any order, over multiple Rounds.

DELIVERIES TO MARKET BARROW CARDS

- If you complete a Market Barrow, gain the VP shown and 1 Trade Commodity.
- Discard the Player Markers and the Card faceup.
- If the Card has a Market Barrow icon, add 1 Player Marker to an empty Market Stall Place on the Game Board of equal value to the VP scored.
- If there are no available Market Stall Places, replace an Opponent's Player Marker in a Market Stall Place of the same value and gain 1 VP. If you happen to own ALL Market Stall Places of this same value, "replace" your own Token and gain 1 VP.
- All Opponent Markers of a lower value in Market Stall Places adjacent to the Player Marker just played are discarded, gain 1 VP for each Player Marker discarded.

DELIVERIES TO CRAFT BUILDINGS

- If you complete a Craft Building row, discard all of your Player Markers there except for 1, which is placed in the Player Ownership Marker area next to the Craft Building.
- Take the Craft Marker, gaining any VP Token on it, Instant side up. This instant reward may be used immediately.
- Gain an amount of VP equal to the current game Round.



3 of the 6 Craft Buildings are blocked at the start of the game. The 1st time a player completes a row on a Craft Building, unblock the next lowest numbered blocked Craft Building. Then they receive the VP Token.



Immediately gain 3 Silver.



Immediately gain 1 Trade Commodity.



Immediately gain any 1 Resource.



Gain 3 Silver when gaining Income.



Gain 1 Trade Commodity when gaining Income.



Gain any 1 Resource when gaining Income.



Immediately carry out 1 free Delivery, then score the Siesta Track.



Immediately gain VP equal to the number of Market Barrows you have.



Immediately gain 2 VP.



1 extra Donkey and Hat icon in the Transportation Phase.



Gain 1 additional VP when you score a Market Barrow.



Gain 2 VP when you gain Craft Markers.

- In turn order, each player may now perform any number of their additional purchased Deliveries indicated on their Farm Extension Cards. Pay 1 Silver for each Delivery performed.

IV SCORING PHASE

- Refresh all Exhaustion Markers.
- Gain 1 VP for each Player Marker in the Market Place (not those on Craft Buildings).
- Gain VP according to Siesta Track position, then reset the Siesta Track in player order, with 1st player on the top.

Skip the next 2 steps in the final 6th Round.

- Discard remaining Roof Tiles, then reveal the new Roof Tiles for the upcoming Round.
- Turn all Craft Markers on Player Boards to the side. This ongoing ability is now active for the rest of the game.

ANYTIME ACTIONS

At any time a player may do any of the following:

- Convert Trade Commodities into 1 of the following options:
 - Gain 4 Silver.
 - Place 1 Player Marker in 2 different Harvest Good Dens.
 - Draw 1 Card.
 - Play 1 Card.
 - Gain 1 Pig and place in an empty Pig Stall.
 - Upgrade up to 2 Resources for free.



- Pay to buy Resources and add them to the relevant Den or Stall.
- Pay to upgrade Grain or Olives to Food, Grapes to Wine, or Pigs to Cured Meat. You may pay to upgrade Harvest Goods that are on Fields.
- Sell Resources from Dens or Stalls, but not Fields.
- Activate faceup Roof Tiles then flip them face-down.

GAME END

The game ends after the 6th Round. Players perform **FINAL SCORING** as follows:

- Sell Resources in Dens and Stalls, but not Resources in Fields.
- Exchange Trade Commodities for 4 Silver each.
- Gain 1 VP per every 5 Silver.

The player with the most VP Wins.

Ties are broken by most remaining Silver.

	Modify the value of 1 Revenue die you take in the Revenue Phase by 1/2.		Place 1 Player Marker in an empty Pig Stall.		Gain the indicated amount of Silver.
	Upgrade any 1/2 Resource(s) for free.		Gain any 1 Upgraded Good of your choice.		Gain 1 VP.
	Place 1 Player Marker in the corresponding Olive/Grape Den.		Carry out 1 purchased Delivery in the Revenue or Transportation Phases.		You may reset 1 Roof Tile to be used again.
	Place 1 Player Token in either a Grape or Grain Den.		Carry out 1 free Delivery in the Revenue or Transportation Phases.		Advance 1 or 2 steps on the Siesta Track in the Farm or Revenue Phases.
	Place 1 Player Marker in any Harvest Good Den.		Play/Draw 1 Card.		Receive Income.
	Place 1 Player Marker in 2 different Harvest Good Dens.		Place 1 Player Marker on any unoccupied Market Stall Place. Receive no VP and remove no other Player Markers.		Gain the VP for placing this Roof Tile twice. (this immediately activates this Roof Tile so place it facedown).

BETWIXT

SETUP

- Shuffle all 8 Betwixt Cards.
 - Draw and place 1 Card between every 2 players.
- 2 PLAYERS:** place 2 Cards between the players.

RULES

When Delivering, you may choose to instead Deliver to any of the Betwixt Cards that are next to you. You must Deliver in order, starting with the Goods closest to you on each Betwixt Card. Once a Betwixt Card has been delivered to 7 times resolve it as follows:

- ▶ If both players contributed, the player who contributed the most receives the **1** reward immediately. The player who contributed the least moves the Betwixt Card to their player area. They'll receive the **2** reward at any time they choose on their next turn.
- ▶ If only 1 player contributed they immediately receive the **1** reward, then the **2** reward.

Once both rewards are distributed, return the Player Markers and discard the resolved Betwixt Card from the game.

BROKEN ROOFS

SETUP

- Place 6 Broken Roof Tiles next to the Main Board.
- Move 1 faceup next to the others on the Game Board for Round 1.

RULES

SCORING PHASE

After flipping new Roof Tiles faceup, add 1 Broken Roof Tile next to the others. There should only be 1 Broken Roof Tile available each Round.

A Broken Roof Tile may be purchased like any other Roof Tile. When placed on your Player Board it is immediately flipped facedown. It may never be flipped faceup but otherwise functions as any other Roof Tile.

BUSTLING TOWN

SETUP

- Place the 6 Revenue Tiles all either on side A or B, on the Revenue spaces on the Game Board.
- Shuffle the 10 Building Cards into a facedown deck next to the Game Board. Draw and display 3 Building Cards faceup next to this.
- Place the matching Building Marker on each Building Card in the display.

RULES

The Revenue Tiles change the effects of the Revenue spaces.

When you choose a Building Action you may either use the ability of an existing Building on the Game Board, or Build a new Building as follows:

- Select 1 of the Building Cards from the display and place its Building Marker on any point in the Market Place between 3 adjacent Market Stall Places (**2/3 PLAYERS:** or 2 adjacent Market Stall Places and the outer edge of the Market Place). The Building Marker may not share any adjacent Market Stall Place with any existing Building Marker.
- Resolve the ability of the Building.
- Choose any Craft Building (open or closed) without a Building Card and place the Building Card in it.

SCORING PHASE

At the beginning of the Scoring Phase, first resolve each Building Card on the Game Board in the order of the Craft Buildings they're assigned to, from lowest to highest. Each Building grants its ability either based on Domination or Presence:

DOMINATION: The single player with the most adjacent Player Markers to the Building Marker in the Market Place. In case of ties, no one is granted the Building's ability.

PRESENCE: Every player with at least 1 Player Marker adjacent to the Building Marker.

After flipping new Roof Tiles faceup, add 1 Building Card to the Building display. Skip this step if all possible Building spaces are already filled with Buildings.

	Perform 1 free Delivery or gain 1 Pig.		Advance 3 steps on the Siesta Track or Play/Draw 1 Card.		Gain 1 Harvest Good or 1 Building Action (the Building Action may not be chosen if the die is leftover).
	Upgrade any 2 Goods, gain any 1 Harvest Good and upgrade any 1 Good, or gain 2 different Harvest Goods.		Gain 4 Silver, or advance 2 steps on the Siesta Track.		Place 1 Resource Good on up to 2 different empty Dens/Stalls.
	Carry out 1 free Delivery and 1 optional purchased Delivery for 2 Silver or Play/Draw 1 Card.		Spend 2 Silver to upgrade any 3 Goods or take 4 Silver.		Gain 1 Pig or take 1 Building Action (the Building Action may not be chosen if the die is leftover).
	Upgrade any 2 Goods, upgrade any 1 Good and gain 2 Silver, or gain 4 Silver.		Gain 2 different Harvest Goods, or spend any 1 Harvest good to advance 3 steps on the Siesta Track.		Gain 1 Pig or convert 1 Trade Commodity to any regular conversion option to gain 2 VP.

COLCHONERA

SETUP

Place the Colchonera Board next to the Game Board.

RULES

When Delivering you may choose to instead Deliver to the Colchonera Board, depending on your current position on the Siesta Track.



Regardless of your position on the Siesta Track you may 1 time Deliver 1 Silver for no reward.



A player in the 1 VP area of the Siesta Track (or higher), may Deliver 1 Olive, Grain, or Grape to gain 1 Silver.



A player in the 2 VP area of the Siesta Track (or higher), may Deliver 1 Food, Pig, or Wine to gain 1 Olive, Grain, or Grape.



A player in the 3 VP area of the Siesta Track, may Deliver 1 Cured Meat, 1 Trade Commodity to gain 1 Food, Pig, or Wine.

An additional Trade Commodity conversion is also available: : 2 Either advance 2 steps on the Siesta Track or upgrade any 2 Resources (or 1 of each option).

FINAL SCORING

Players gain 1/3/6 VP for having 1/2/3 Player Markers on the Colchonera sideboard. Each additional Player Marker you have on the Colchonera Board gains 3 VP.

COUNSELLORS AND OUTLAWS

SETUP

- Each player takes 1 Counsellors and Outlaws Board; players decide which side to collectively use.
- Instead of standard rules, create a dice pool as follows according to the number of players:



To play an easier game with the Counsellors side of the Board:

2 PLAYERS = 2 GRAY & 3 WHITE DICE | **3 PLAYERS** = 3 GRAY & 4 WHITE DICE
4 PLAYERS = 4 GRAY & 5 WHITE DICE



To play a harder game with the Outlaws side of the Board:

2 PLAYERS = 3 GRAY & 2 WHITE DICE | **3 PLAYERS** = 4 GRAY & 3 WHITE DICE
4 PLAYERS = 5 GRAY & 4 WHITE DICE

RULES

REVENUE PHASE

Whenever you select a gray dice (this does not apply if the 3rd leftover die is grey):

WITH COUNSELLOR'S BOARD:

In any order, receive both the Revenue from the Revenue phase, and if you pay the cost of either 1 Silver or 1 VP also gain the reward associated with the corresponding space on your Counsellor's Board.

If you paid for and received the Counsellor's reward, mark the corresponding space on the Counsellor's Board with a Player Marker. You may only take each Counsellor's reward once per Revenue Phase. At the end of the Revenue Phase remove all Player Markers from the Counsellor's Board.

WITH OUTLAW'S BOARD:

- Receive the Revenue from the Revenue space.
- If there is no Player Marker on the corresponding space on your Outlaw's Board pay the penalty shown or lose 1 VP. You may not take the gray die without paying either 1 of these penalties, unless there are no white dice available.
- Mark the corresponding space on the Outlaw's Board with a Player Marker.

Taking a gray die of a value with a Player Marker in the corresponding space on your Outlaw's Board will only trigger step 1.

At anytime during your Turn you may discard 3 adjacent (values 1 and 6 are considered adjacent) Player Markers from the Outlaw's Board back to your supply to gain 1 Trade Commodity.



Perform up to 2 free Deliveries. Advance 3 steps on the Siesta Track. You may upgrade 1 Resource.



Perform up to 2 free Deliveries, each will gain you 1 VP. Perform up to 2 purchased Deliveries.



Perform up to 3 free Deliveries. You may upgrade 1 Resource. Advance 2 steps on the Siesta Track.



Advance 1 step on the Siesta Track. Gain 3 Silver. Perform up to 4 purchased Deliveries.



Perform up to 2 free Deliveries. Advance 3 steps on the Siesta Track. You may upgrade up to 2 Resources.



Perform up to 3 free Deliveries. Advance 1 step on the Siesta Track. You may pay 2 Silver to move 3 additional steps on the Siesta Track.



Perform up to 3 different free Deliveries. Advance 2 steps on the Siesta Track.



Perform up to 2 free Deliveries. Advance 4 steps on the Siesta Track. Gain 2 Silver.



Draw/Play 1 Card Gain 3 Silver. Perform up to 4 purchased Deliveries.



Perform up to 2 free Deliveries. Advance 4 steps on the Siesta Track.

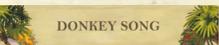


Perform up to 3 free Deliveries. Draw/Play 1 Card.



Perform up to 4 different free Deliveries.

Purchased Deliveries on Donkey Song Tiles are separate from purchased Deliveries performed in the step at the end of the Transportation Phase.



DONKEY SONG

SETUP

- Place the Donkey Song Display Board next to the Siesta Track.
- Place all blue, orange, and purple Donkey Tiles on the corresponding areas of the Display Board.

RULES

SCORING PHASE

In turn order when players score the Siesta Track, each player may pay 1 Silver to take any 1 available Donkey Tile from the coloured area next to their position on the Siesta Track.

If there are no Donkey Tiles in your coloured area, only then are you allowed to purchase 1 Donkey Tile from the coloured area directly below yours.

TRANSPORTATION PHASE

Each coloured Donkey Tile may be used once instead of a normal Donkey Tile. After it is used, return it to the Game Box.



GRAND MARKERS

SETUP

- Each player receives their 2 Grand Markers.
- Instead of placing a Player Marker, each player places 1 Grand Marker on a Market Stall Place of value equal to their Turn Order Marker +1

RULES

When you perform 2 simultaneous Deliveries to adjacent demand spaces, on either the same Craft Building or the same Market Barrow, you may choose to use a Grand Marker from your supply to cover both of those demand spaces.

Each Craft Building or Market Barrow may only ever hold 1 Grand Marker at a time.

- A free Delivery from a Donkey Tile followed by a purchased Delivery performed in the step at the end of the Transportation Phase are not considered simultaneous, and thus won't allow you to place a Grand Marker.
- Grand Markers may not be used on the Colchonera or Long Distance Trade Boards.
- They may be used on Betwixt Cards, allowing the same benefits as when they're placed on Market Barrows.
- They are not protected by Workers in the Hired Hands Module.

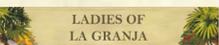
When resolving a completed Craft Building with a Demand Marker gain 1 additional VP. Also, you may instead of using the immediate effect of the Craft Marker you've just gained, instead use the immediate effect of 1 adjacent Craft Building, regardless of its availability or whether its open or closed (if you do so, flip the Craft Building Marker you've just gained to its side). Then return the Grand Marker to your supply.

When resolving a completed Market Barrow with a Demand Marker you may instead move it to a Market Stall Place instead of a normal Player Marker. When the Grand Marker removes any Opponent's Player Markers it gains 2 VP instead of 1 for each Marker removed.

A Grand Marker may only be removed from the Market Place by another Grand Marker. If you must place on a Market Stall Place exclusively occupied by Grand Markers, you must instead select a value lower than what's printed on the Market Barrow. Receive the amount of VP printed on the Card, but any opponent's Player Markers are removed using the value of the actual Market Stall Place taken.

SCORING PHASE

Players gain 2 VP for each of their Grand Markers in the Market Place.



LADIES OF LA GRANJA

SETUP

- Display faceup a number of randomly selected Ladies of La Granja Cards equal to the number of players + 1.
- At the end of **SETUP**, in reverse turn order each player selects 1 available Lady of La Granja Card and places it next to their Farm.
- Discard the remaining Card.

RULES

Each Lady Of La Granja provides a special ability which is active throughout the entire game.



Add the green die to the die pool, its value cannot be manipulated by opponent's Helper effects. It offers you an additional Action in the Revenue Phase. After using it place it on Ana's Card.



Felipa has 1 additional space for a Helper Card. If you have fewer than 4 Helpers keep an Exhaustion Marker on Felipa. Once per Round you may flip it to either gain 1 Silver or 1 free Delivery.



Pay 1 less Silver when buying Roof Tiles. You may buy 1 additional leftover Roof Tile at the end of the Farm Phase. There are 2 additional spaces on the Card to place the 6th or 7th Roof Tiles if you buy them.



Reina has an income of 1 Silver. Once per Round you may flip Reina's Exhaustion Marker to exchange 1 VP for 4 Silver.



Nina may sell Upgraded Goods: **FOOD** = 3 Silver | **WINE** = 4 Silver **CURED MEAT** = 5 Silver
Once per Round you may flip Nina's Exhaustion Marker to perform 1 free Upgrade.



SCORING PHASE
Gain an additional reward when scoring the Siesta Track.
If you score 1 VP: gain 1 Harvest Good.
If you score 2/3 VP: gain 1 Trade Commodity.



HIRED HANDS

SETUP

- Each player receives 2 Worker Meeples.
- Each player replaces their Donkey Tile with 4 Donkey icons with a Donkey Tile with 4 Siesta Track advancements. This Tile is used as a standard Donkey Tile.

RULES

REVENUE PHASE

Whenever you draft a Revenue die (but not when using the leftover die), in addition to performing the corresponding Action, you may also decide to use its value to send a Worker from your player area.

The value of the die must be identical to the value of the place the Worker is being sent to (or 1 of the 2 VP values on the Betwixt Card). Or if the value of the die is '1', you must pay 1 Silver to allow you to place the Worker as if it had a value of your choice.

You may send your Worker to:

Next to 1 of your Player Markers in a Market Stall Place.

A Worker in a Market Stall Place may be removed instead of the Player Marker from the Market Stall Place whenever it must be removed. The removing player receives no VP.

Workers cannot protect a Grand Marker from being removed by another Grand Marker.

A Market Barrow.

A Worker on a Market Barrow may be returned to your player area in order to carry out 1 free Delivery to that Market Barrow Card in the free Deliveries step of the Transportation Phase.

A Betwixt Card (if using the Betwixt Module).

A Worker on a Betwixt Card may be returned to your player area in order to carry out 1 free Delivery to that Betwixt Card in the free Deliveries step of the Transportation Phase.

A Craft Building (open or closed).

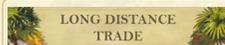
A Worker on an open Craft Building may be returned to your player area in order to carry out 1 free Delivery to that Craft Building in the free Deliveries step of the Transportation Phase.

A Worker on a closed Craft Building may be laid down in that area in order to temporarily open Deliveries for you throughout the Transportation Phase of the current Round. At the end of the current Round remove the Worker back to your player area.

If you fully supply a closed Craft Building while it is still closed, you receive the rewards normally and that Craft Building opens up. However another Craft Building is not opened and you do not receive the extra VP normally awarded for opening a new Craft Building.

SCORING PHASE

After flipping new Roof Tiles faceup, in turn order each player may choose to return any Workers back to their player area, forfeiting any rewards in order to make these Workers available again. Workers lying down next to Craft Buildings must be returned to player areas.



LONG DISTANCE TRADE

SETUP

Place the Long Distance Trade Board next to the Game Board.

RULES

SCORING PHASE

In turn order, each player resolves the Scoring Phase as follows:

- Score VP for the Market and Siesta Track as normal.
- You may return 1 set of 3 Resources to the supply in order to place 1 Player Marker on the corresponding, unoccupied space of the Long Distance Trade Board and gain the reward.

FINAL SCORING

Before players convert their leftover Goods into Silver, Players may discard 1 Farm Good of the type next to each of their Player Markers on the Long Distance Trade Board. By doing so they receive 1 or 2 VP according to the row that Player Marker is in.



TRADE BOARDS

SETUP

- Randomly deal players 1 Trade Board each.
- Each player places their 5 Trade and 5 Modifier Markers on their Trade Board.

RULES

Once per Round when Delivering, you may choose to instead Deliver the depicted Good(s) to the left-most available space on another player's Trade Board. You must discard to the supply the required Goods depicted next to the left-most available Modifier Marker on the other player's Trade Board. If there are 2 options you may choose which Good to discard.



Place your left-most Trade Marker on the left-most space without a Trade Marker on the bottom of the opponent's Trade Board, and collect the amount of VP indicated.



The opponent gains their Modifier Marker from the slot where Goods have just been delivered.

Modifier Markers can be used to either gain 1 Silver, or to change the value of a die in the Revenue Phase. Multiple Modifier Markers may be used on the same die. Once used, discard the Marker from the game.