

GRANJEROS

- A Board Game for a New Economy -

Fe de erratas

PAGE 2

- Contents section says “60 resource tokens”, which consist of **20 seed tokens, 21 technology tokens and 19 farmer tokens.**
- Contents section says “5 exchange cards and 2 development cards”. **It should say “5 exchange cards and 5 development cards.”**

PAGE 3

Additional Information section says “7 trees”. **It should say “6 trees.”**



Can I trade crop and/or resource tokens with other players?

No, crop and resource tokens may not be traded in between players. The only distribution of tokens allowed among different players is when shared field crops produce crop tokens which must be distributed among two collaborating players.

Can a land space collaborate with more than one adjacent space at the same time?

No. Only one fence can be removed per space. This means that a field crop may only collaborate with one other field crop at once.

What does it mean to remove a fence that separates two different players' field crops?

It means that both spaces –two different field crops, owned by different players– develop and evolve together. Once the fence is removed:

1. Both players share development costs: by paying the cost of evolving one field crop, both field crops evolve together.
2. Both players earn the same number of B points when evolving collaborative adjacent land tiles. The number of points earned depends on the evolution stage, and indicated on the Development Cards.

3. Crops obtained out of the trees in the collaborative adjacent tiles are shared between both players, and must be distributed once they are received (the distribution of crops must be done between players at the moment they get their crop tokens, not afterwards).

Can I remove a fence which separates two spaces owned by the same player?

Yes, you can. However, once you evolve your field crops, the amount of B points you receive will correspond to only one space. You will not double the quantity of B points earned, given that both spaces belong to one same player.

When shared adjacent field crops evolve, can the inactive player (whose turn it isn't) give crop tokens to the active player to purchase resources?

No. The inactive player can only collaborate with the resources he/she has already earned. Ideally, during his/her turn, the inactive player can leave resources on the shared spaces, which the active player (with whom he/she is collaborating) then uses during his/her turn to evolve both field crops.



How do investment land spaces work?

These spaces give advantages to a single kind of crop, depending on the crop token which is placed on the green circle. During his/her turn, any player may activate any investment land by placing any crop token on it. This activates the advantage for that particular fruit/vegetable token. There are five possible investment land advantages:

1x Farmers: to purchase a “farmer” resource card, players will now only need one crop token of the kind placed on this investment land, and not two of any kind of crop (as originally indicated on the exchange card).

1x Waste: to eliminate a waste token, players will only need one crop token of the kind placed on this investment land, and not two crops of any kind (as originally indicated on the exchange card).

1x Tractor: to purchase a “technology” resource card, players will now only need one crop token of the kind placed on this investment land, and not two crops of the same kind (as originally indicated on the exchange card).

1x New Tree: to obtain a new tree, players will now only need one crop token of the kind placed on this investment land, and not two crops of the same kind (as originally indicated on the exchange card).

Bucket: one crop token of the kind placed on this investment land means that the Drought does not affect the production of that kind of crop.

All players may use the advantage of an active investment land, and any active player may choose to change the crop on an investment land for another of his/her choice. If a player does so, the crop token which used to be on that investment land is returned to the box.

Can I return a water bucket to the water well at the beginning of a turn?

No, the order of turn cannot be altered. It must always follow this sequence:

1. Remove a water token.
2. Throw the crop production dice and receive crop tokens.
3. Active player continues his turn.

For example, if there are only 4 buckets left in the water well at the beginning of a turn, the active player must remove a water token from the water well. As only 3 buckets will remain, a Drought will begin immediately and affect that turn’s crop production dice roll.





When a player receives a waste token, how does he/she choose which crop tokens to throw away?

When a player receives a waste token, he/she may choose as many crop tokens as he/she wants, and return them to the box. Throwing away additional crop tokens can be a good way for players to avoid further waste, as they may receive new crop tokens (but not use them) during other player's turns, and be at risk for new waste tokens. In addition, players can only eliminate waste tokens during their own turns. Therefore, throwing away crop tokens when receiving a waste token during another player's turn does not avoid receiving that waste token.

How are waste tokens assigned in the case of shared land spaces?

Waste is generated individually, when a player reaches 8 or more crop tokens. However, if a player has too many crop tokens and one of his/her shared land spaces produces crops, he/she may negotiate that the other player takes all of the crop tokens, avoiding the generation of waste (this can only be done if a fence has been removed and two players share collaborative adjacent field crops).

If two players do not reach an agreement for the distribution of crop tokens on shared field crops, the crop tokens are given to the player that owns the crop field which produced the crops on that turn.

If at the end of the game a player has 8 B points and another player has 7 B points, do both players win?

The rule is that any player (or players) who reach 7 B points wins the game. Therefore, in this case, both players win.



How do I obtain a new productive land space on the game board?

To obtain a new productive land space, a player must do two things: acquire the land space and then activate it.

Acquiring a new land space: to acquire a new hexagon of land, a player must purchase a tree of his color (the cost is indicated on the exchange card), and choose an empty land space on the board. The player must then place his/her tree on that space, next to an orchard land tile. This constitutes a new field crop for the player.



IMPORTANT: this land space is not yet considered to be active, and therefore does not produce crops during dice rolls. In order to activate it, the player must pay the cost shown on the exchange card, and throw a crop production dice which will define the kind of crop to be produced by the space. A player is not obligated to activate the land space during the same turn he/she purchased the tree.

Activating a new land space: once the player has paid to activate his/her land space, he/she must throw a crop production dice and place a crop token of whatever the dice shows on the tree. For the rest of the game, that space will produce that kind of crop.

