



OLIVA



The significance of olive oil dates back to Visigothic times, when laws protected olive trees. Arabic influence later expanded olive cultivation, and Portugal's olive oil industry became a major export powerhouse, gaining recognition at the 1889 Paris Exposition.

The 1950s marked a golden era, with record expansion of olive groves and unprecedented yields, despite the persistence of small-scale local production. Export markets flourished in Asia, the USA, and European markets with Portuguese communities, alongside colonial trade.

As industrialization progressed, farmers turned to more profitable crops such as potatoes and wine grapes, leading to a decline in olive cultivation until the early 21st century. Today, the Mediterranean region maintains its reputation for excellence, producing 95% of the world's olive oil.

OLIVA captures 1950s and 1960s Portuguese olive oil production, featuring water-powered, large stone mills and hand-operated presses. The game pays tribute to farmers' expertise and dedication, showcasing traditional methods using sisal mats, stone-carved basins, and furnace-heated water to extract the precious liquid.

OLIVA depicts traditional production methods, highlighting the productivity of small olive groves that may still be admired today on Portugal's hillsides. The game reflects Mediterranean olive oil production's scope and quality, as Spain nears Italy's production levels, followed closely by Greece, Turkey, Morocco and Tunisia.



OVERVIEW

In **OLIVA**, you take on the role of a farmer competing to become the most successful olive oil producer in Portugal. By managing your farm, you harvest olives, press them into olive oil, and export it worldwide.

During your turn, you select and reveal action cards to perform their corresponding actions. Your actions become more powerful based on the cards visible on all players' boards.

OLIVA, is played over a certain number of rounds based on the player count. After the final round is completed, the farmer with the most victory points is the winner.



COMPONENTS



40 OLIVE CUBES 🏆 (BLACK)

20 OLIVE OIL CUBES 🏆
(YELLOW)



1 ACTIVE
PLAYER MARKER



4 INDIVIDUAL BOARDS
(1 PER PLAYER)



36 BASIC ACTION CARDS
(9 PER PLAYER)

40 ESCUDO 🏆 COINS



30x 1\$

10x 5\$



1 SCOREPAD 🏆
(DOUBLE-SIDED)



1 STARTING
PLAYER MARKER

63 MARKET CARDS



24 GLOBAL
MARKET CARDS

+

39 NATION
MARKET CARDS



9 NATION BONUS CARDS



4 STARTING RESOURCE CARDS
(ONLY USED IN THE
VARIABLE SETUP VARIANT)

40 SPECIAL CARDS



28 SPECIAL
ACTION CARDS

+

12 SPECIAL
SCORING CARDS



4 MARKET
EXCHANGE
RATE CARDS

15 AUTOMA CARDS
(ONLY USED
IN THE SOLO MODE)

Notes

🏆 The olive cubes, olive oil cubes, and coins are unlimited. If there is a shortage during the game, use any suitable replacements.

🏆 Escudo was the currency in Portugal before the Euro.

🏆 In case the scorepad runs out, you may download a digital version from the Pythagoras website.



- 1 Place the 4 **market exchange rate cards** in a vertical column in the center of the table, arranging them from lowest to highest value from top to bottom.
- 2 Shuffle the **market cards** and create a face-down deck to the left of the topmost market exchange rate card.
- 2a Display 3 market cards face-up in a row to the right of the **first market exchange rate card** to create the premium glass bottle market.
- 2b Do the same for the **second market exchange rate card** to create the tin container market.
- 2c Repeat for the **third market exchange rate card** to create the bulk olive oil market.
- 3 In a  **2-player game**, before shuffling the **special cards**, remove any cards with the  symbol in the bottom right corner and return them to the game box.
- 4 Shuffle the **special cards** and create a face-down deck to the left of the bottommost market exchange rate card.
- 4a Display 3 special cards face-up in a row to the right of the **fourth market exchange rate card**.
- 4b If any **special scoring cards** are revealed, set them aside and continue revealing cards until you have 3 **special action cards** in the market grid. Afterward, shuffle any set-aside special scoring cards back into their deck.
- 5 Shuffle the 9 **nation bonus cards** and create a face-down deck using only a certain number of cards, based on the number of players.

 **2 PLAYERS** — 6 CARDS
 **3 PLAYERS** — 4 CARDS
 **4 PLAYERS** — 3 CARDS

Return any **unused nation bonus cards** back to the game box without revealing them.

- 6 Create a **general supply** of olive cubes, olive oil cubes, and Escudo coins within reach of all players.



PLAYER SETUP

- A Randomly assign the **starting player marker**. This marker **will not** exchange hands during the game.
- B Give the **active player marker** to the player who holds the starting player marker. The active player marker **will** pass clockwise during the game.
- C Provide each player with an **individual board**, 4\$ in Escudo **coins**, 2 **olive cubes**, 2 **olive oil cubes**, and a complete set of 9 **basic action cards** matching their individual board color.
- D Each player shuffles their **basic action cards** and create a face-down deck to the left of their individual board.
- E **Simultaneously, all players** draw the top 2 cards from their deck and display them face-up in the topmost spaces of their individual board.

- F** In a **2-player game**, shuffle a third set of 9 basic action cards and **create a face-up deck** near the general supply. Take the top card from this deck and place it face-up to the right of the deck, **creating a display of 2 visible cards**.



ROUND START

At the start of each round, **reveal 1 nation bonus card** from the top of the deck and place it above the market grid. Since nation bonus cards are only revealed at the beginning of new rounds, the number of rounds in the game matches the number of nation bonus cards in the deck, which was determined during setup based on player count:

 **2 PLAYERS** — 6 ROUNDS

 **3 PLAYERS** — 4 ROUNDS

 **4 PLAYERS** — 3 ROUNDS

Consequently, when you reveal the last nation bonus card from the deck, you **trigger the final round**. In addition to **tracking the remaining rounds**, these cards serve for **scoring purposes** at the end of the game.

ANATOMY OF A NATION BONUS CARD

- 1** *In the center, an illustration depicts one of these nation flags:*



GREECE



ITALY



MOROCCO



SPAIN



TURKEY



- 2** *In the bottom right corner, a number shows how many cards of that nation are in this deck.*

CYCLE START

After a new nation bonus card is revealed, **each player draws 5 action cards** from their individual deck (to the left of their individual board) into their hand. **Simultaneously, players select 2 cards** from their hand as their **intended actions** and place them **face-down** in the 2 empty bottommost spaces of their individual board.

Finally, players **discard their remaining 3 cards face-down** into their discard pile (to the right of their individual board). If your draw deck runs out, shuffle your discard pile to create a new face-down deck on the left of your board and continue drawing as normal.

EXAMPLE: ROUND START

João

A **B** **C** **D** **E**

*João, the starting player **A**, initiates the first round by revealing and displaying a Morocco nation bonus card **B**. He draws 5 basic action cards from his deck **C**, selects 2 to play **D**, and discards the remaining 3 **E**. Meanwhile, all other players simultaneously draw their cards, make their selections, and discard.*

PLAYER TURN

On your turn, you **must select and reveal 1** of the face-down **action cards** from the bottommost spaces of your individual board **to perform** its corresponding action.

After revealing your action card, check for **matching action symbols on any** players' face-up cards (including your previous cards). During your turn, you **may** activate your revealed card and/or any number of cards showing the matching action symbol, provided you have the necessary resources to do so.

You **may** choose to **forfeit** your selected action if you cannot or do not want to perform it, which ends your turn. You are **not required** to activate all cards showing the **matching action symbol**. In either case, your action card **remains face-up** on your individual board, allowing **all** players to use it for additional activations in future turns. Play then passes **clockwise** to the next player.

In a **2-player game**, when checking for matching action symbols, include the symbols shown on the 2 visible basic action cards near the general supply, treating them as if they belonged to a third player.



BASIC ACTIONS

You start with a complete set of **9 basic action cards** for use throughout the game. These cards feature **6 distinct action types**, with some types appearing on multiple cards. Although you select your **basic action cards** in advance, you only perform their corresponding action when revealing them **face-up** during your turn.

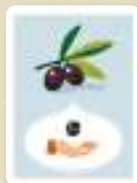
ANATOMY OF A BASIC ACTION CARD

- 1** At the top, an illustration represents the action.
- 2** At the bottom, a symbol depicts what you gain from performing the action.

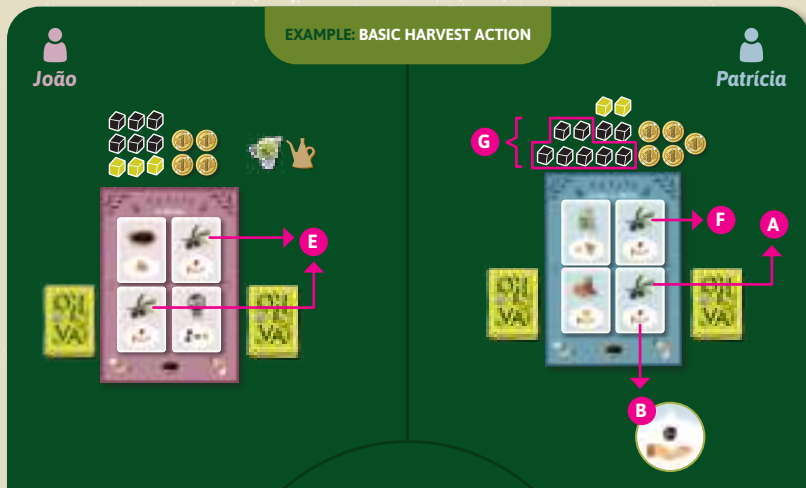


HARVEST

When you reveal a **harvest card**, perform its action to **harvest olives**. Check for **matching action symbols on any** players' face-up cards (including your previous cards). You **may** activate your revealed card to take 1 olive cube from the general supply and place it near your individual board. In addition, or instead, you **may** activate any number of cards showing the matching action symbol to take additional olive cubes from the general supply.



EXAMPLE: BASIC HARVEST ACTION



Patrícia

Patrícia

 **Tatiana**

Tatiana

João

EXAMPLE: BASIC PRESSING ACTION

João reveals a basic pressing card **A** that allows him to perform the pressing action once **B**. Since there are no matching pressing symbols visible on any player's board, he activates only the newly revealed card to convert 2 olive cubes **C** into 1 olive oil cube **D** from the general supply.

PROVISION When you reveal a **provision card**, perform its action to **earn income** by selling other farm products such as potatoes and wine. Check for **matching provision symbols on any** players' face-up cards (including your previous cards). You **may** activate your revealed card to take 1 coin from the general supply and place it near your individual board. In addition, or instead, you **may** activate any number of cards showing the matching provision symbol to take additional coins from the general supply.



Patrícia

EXAMPLE: BASIC PROVISION ACTION

Patrícia reveals a provision card **A** that allows her to perform the provision action once **B**. Since there are no matching provision symbols visible on any player's board, she activates only the newly revealed card to take 1 coin from the general supply **C**.

Patricia reveals a basic provision card **A** that allows her to perform the provision action once **B**. Since there are no matching provision symbols visible on any player's board, she activates only the newly revealed card to collect 1 coin **C** from the general supply.

SALE

When you reveal a **sale card**, perform its action to **sell olive oil to the market**. There are **3 similar sale cards**, each corresponding to a different market, identified by the illustration from the corresponding market exchange rate card. Although each sale card targets a different market, they all function the same way.



MARKET EXCHANGE RATES

In addition to **specifying which row of the market grid** corresponds to each market, the market exchange rate cards **establish the cost of selling to market cards** based on their position within their row.

ANATOMY OF A MARKET EXCHANGE RATE CARD

- 1** In the top right corner, each market exchange rate card features a unique identification number.
- 2** At the top, an illustration represents the corresponding market.
- 3** At the bottom, a symbol depicts the cost in olive oil cubes to sell to the market:
 - Selling to the **leftmost** market card costs **1 olive oil cube**.
 - Selling to the **central** market card costs **2 olive oil cubes**.
 - Selling to the **rightmost** market card costs **3 olive oil cubes**.



GLOBAL MARKET CARDS

To **perform a sale to a global market**, return the required olive oil cubes from your personal area to the general supply, based on the card's position in its corresponding market. Then, take the global market card you sold to and place it face-down in your discard pile to the right of your individual board.

If matching action symbols are visible on **any** players' face-up cards (including your own), you **may** activate them to perform additional sales, **up to a maximum** of 3 sales total. After completing **all** sales, **slide any remaining cards to the left** toward the lowest cost and **refill any empty spaces in the market grid** with new cards from the deck.

ANATOMY OF A GLOBAL MARKET CARD

- 1 At the top, a symbol indicates how many victory points the card is worth at the end of the game.
- 2 In the center, an illustration depicts one of these global markets:



ASIA



EUROPE



AFRICA



NORTH AMERICA



NATION MARKET CARDS

To **perform a sale to a nation market**, follow the same procedure as with the global markets — pay the required olive oil cubes based on the market exchange rate and take the nation market card to your discard pile. If matching action symbols are visible on **any** players' face-up cards (including your own), you **may** activate them to perform additional sales, **up to a maximum** of 3 sales total.

ANATOMY OF A NATION MARKET CARD

- 1 At the top, an illustration depicts one of these nation flags:



GREECE



ITALY



MOROCCO



SPAIN



TURKEY

- 2 At the bottom, a symbol depicts a bonus action.
- 3 In the bottom right corner, a number shows how many cards of that nation are in this deck.



BONUS ACTIONS

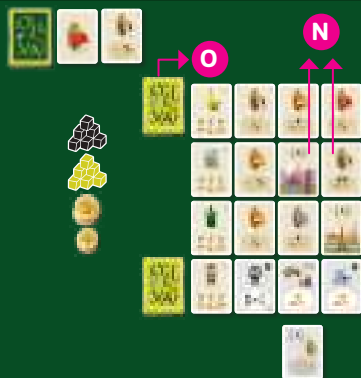
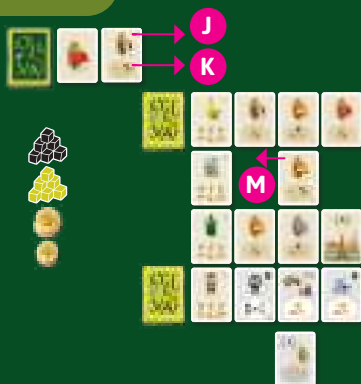
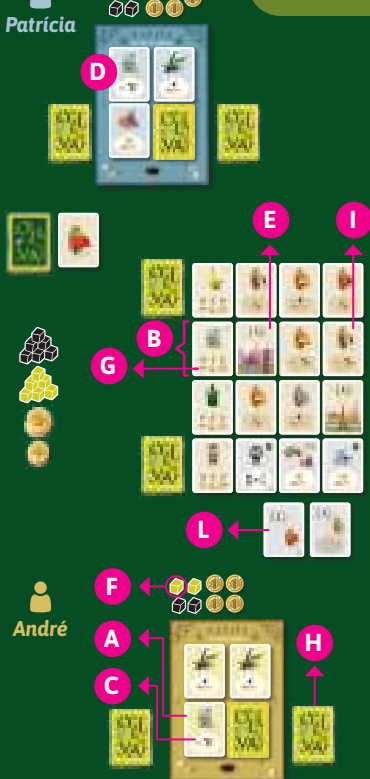
As an alternative to taking a nation market card for yourself, you **may dismiss** it from the market grid to perform its depicted bonus action.

Without paying the olive oil cost shown on the corresponding market exchange rate card, take a nation market card from its market row and place it **face-up** above the market grid **with the nation bonus cards** you reveal at the start of each round, grouping it with others showing the same nation flag. Even though you do not pay any cost, this still **counts as 1 sale**.

When you convert a nation market card into a nation bonus card, you **may perform the bonus action** depicted in the bottom of the card, following the usual rules for that specific action.

Patricia

EXAMPLE: BASIC SALE ACTION



André reveals a basic sale card **A** corresponding to the tin container market **B** that allows him to perform the sale action once **C**. With a matching sale symbol visible on **Patricia's** board **D**, **André** may sell to the tin container market twice. For his first sale, he chooses the global market card in the first column **E**, returning 1 olive oil cube to the general supply **F** as shown on the tin container market exchange rate card **G**. After placing this global market card in his discard pile **H**, **André** uses his second activation to dismiss the nation market card from the third column **I**, moving it above the market grid **J**. He activates its bonus **K** to take the first special scoring card from the display **L**, adding it to his discard pile. As that card does not depict a cost, **André** ends his turn by sliding the remaining tin container market card left **M** and refilling the two empty spaces **N** with new cards from the market deck **O**.

PURCHASE

When you reveal a **purchase card**, perform its action to **buy an upgrade for the farm**. If matching action symbols are visible on **any** players' face-up cards (including your own), you **may** activate them to perform additional purchases, **up to a maximum of 3**.



SPECIAL ACTION CARDS

To **purchase a special action card** from the market, return the required coins from your personal area to the general supply. The cost is determined by the **bottommost market** exchange rate card, based on the card's position in its row. As with the other 3 markets, the cost increases from left to right, but **uses coins rather than olive oil cubes**. After paying, take the purchased card and place it face-down in your discard pile.

ANATOMY OF A SPECIAL ACTION CARD

- 1 In the **top right corner**, a symbol **may** show how many **victory points** the card is worth at the end of the game. **Alternatively**, it **may** show a **quality seal** or **olive oil cruet** symbol, which serve only for **scoring purposes** at the end of the game.
- 2 At the **top**, an illustration represents the action.
- 3 At the **bottom**, a symbol depicts what you gain from performing the action.
- 4 In the **bottom right corner**, a symbol **may** indicate if the card should be removed in a 2-player game.



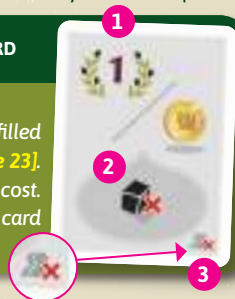
After completing **all** purchases, **slide any remaining cards to the left** toward the lowest cost and **refill any empty spaces in the market grid** with new cards from the deck.

SPECIAL SCORING CARDS

When refilling the market, **place any revealed special scoring cards below the market grid**. Keep revealing cards until you have 3 special action cards in the market grid. To **purchase a special scoring card** from the market, pay the cost **shown on the card** itself rather than the market exchange rate card cost. This cost **may** require coins, olive cubes, a combination of both, or nothing at all. After paying, take the purchased card and place it face-down in your discard pile.

ANATOMY OF A SPECIAL SCORING CARD

- 1 At the **top**, a symbol indicates how many **victory points** the card is worth at the end of the game **each time** you fulfilled its requirement [see appendix 'Special scoring cards' — page 23].
- 2 At the **bottom**, a symbol **may** show the card's purchase cost.
- 3 In the **bottom right corner**, a symbol **may** indicate if the card should be removed in a 2-player game.



While both special **action** cards and special **scoring** cards **use the same purchase action**, the empty spaces for special **scoring** cards below the market grid **are not refilled** at the end of your turn.

EXAMPLE: BASIC PURCHASE ACTION

Tatiana reveals a basic purchase card **A** that allows her to perform the purchase action once **B**. With no matching purchase symbols visible on any player's board, **Tatiana** activates only the newly revealed card to buy the second special action card from the market **C**, returning 2 coins to the general supply **D** as shown on the corresponding market exchange rate card **E**. After adding the purchased card to her discard pile **F**, **Tatiana** slides the rightmost card left **G** and refills the empty space with a new card from the special deck **H**. During refilling, **Tatiana** reveals 2 consecutive special scoring cards, which she places below the market grid **I** before drawing another card from the special deck to complete the market.

DISPOSAL

When you reveal a **disposal card**, perform its action to **dismiss a card as olive pomace**. Check for **matching disposal symbols on any players' face-up cards** (including your previous cards). You **may** activate your revealed card to select **one of your cards** from your **deck**, **discard pile**, or individual **board** and place it face-down in a pile below your individual board. If you remove a card from your deck, shuffle it afterwards. In addition, or instead, you **may** activate any number of cards showing the matching disposal symbol to dismiss additional cards as olive pomace.



Although cards dismissed as olive pomace **never return to your draw deck** for the remainder of the game, **you still score any victory points they provide**. Dismissing cards simply helps make your deck more efficient by reducing the number of actions available to select and reveal during your turns.

EXAMPLE: BASIC DISPOSAL ACTION

André

André reveals a basic disposal card **A that allows him to perform the disposal action once **B**. Since there are no matching disposal symbols visible on any player's board, he activates only the newly revealed card to dismiss a global market card from his discard pile **C**, placing it below his individual board as olive pomace **D**.**

SPECIAL ACTIONS

During the game, you purchase **special action cards** from the market to improve your deck, which starts with only basic actions. Most special actions are **upgraded versions** of the basic actions, and they match when checking for matching action symbols as long as they show the same illustration.

HARVEST

When you reveal an **upgraded harvest card**, follow the standard rules for harvest actions, but **harvest 2 olive cubes** at a time instead of just one.



PRESSING

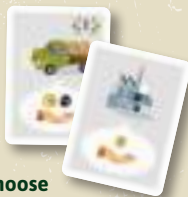
When you reveal an **upgraded pressing card**, follow the standard rules for pressing actions, but **benefit from a better exchange ratio** as shown on the card.



PROVISION

When you reveal a **provision card with an alternative symbol** (either a truck or a factory), your earnings are based on the activity shown on the card. Follow the standard rules for provision actions, but you **may** receive coins, olive cubes, olive oil cubes, or a combination of these resources.

When a provision card displays **2 alternative activities**, you **must choose only 1** to collect your earnings. Only the symbol of your chosen activity counts toward matching action symbols.



SALE

When you reveal a **sale card with multiple market symbols**, you **must choose only 1** market to sell olive oil to. Only the symbol of your chosen market counts toward matching action symbols.



PURCHASE

When you reveal a **purchase card with the renewal symbol**, before performing your action to buy an upgrade for the farm, you **may** first **discard any number of special action cards** from the bottommost market in the market grid. Place these cards in a discard pile near the market grid.



After discarding, slide any remaining cards to the left toward the lowest cost and refill any empty spaces with new cards from the deck. Place any revealed special scoring cards below the market grid and keep revealing cards until you have 3 special action cards in the market grid. Then, proceed with your purchase action following the standard rules.

DISPOSAL

When you reveal an **upgraded disposal card**, follow the standard rules for disposal actions, but **you may dismiss 2 cards as olive pomace** simultaneously instead of just one.



ROUND END

OLIVA is played over a certain number of rounds based on the player count. Each round consists of **as many cycles as there are players**, with each player starting one cycle holding the active player marker.

Note 🌟 WHAT IS A CYCLE?

*As the active player, you start your turn by revealing one action card from your individual board and performing its action. Play continues **clockwise**, with each player taking their turn. When play returns to you, you reveal and perform your second action, followed again by all other players in clockwise order. This completes a **cycle** — a series of interleaving turns, with each player taking exactly 2 non-consecutive turns within a cycle.*

CYCLE END

At the **end of each cycle**, all players move the **2 topmost** action cards from their individual board **face-down** to their discard pile. Then, **all** players move their **2 bottommost** action cards **face-up** to fill the 2 topmost spaces on their individual board.

Finally, the active player passes the active player marker clockwise. The round continues until that marker returns to the player holding the starting player marker, indicating that each player has completed one cycle as the active player. **The game ends** when there are **no more nation bonus cards** in the deck at the end of a round.

In a **2-player game**, whenever the active player marker passes, draw the top card from the deck near the general supply. Place it face-up to the right of the deck, on top of any previous cards, maintaining a **display of 2 visible cards**. If the deck runs out, shuffle its cards to create a new face-up deck and continue drawing as normal.





Tatiana reveals a basic purchase card and takes her turn **A**. As the last player in turn order to perform a second action, the current cycle ends. All players simultaneously discard their topmost cards from their individual boards **B** and move their bottommost cards up **C**. **André** passes the active player marker to **João** **D**, ending the round since the active player marker has returned to the player holding the starting player marker **E**.



GAME END

The **final round** is triggered when **you reveal the last nation bonus card** from the deck at the start of a round. All players then perform their turns normally, and **the game ends after that round**. This occurs upon:

6 ROUNDS IN A **2-PLAYER GAME**

4 ROUNDS IN A **3-PLAYER GAME**

3 ROUNDS IN A **4-PLAYER GAME**

Regardless of player count, you will play exactly **24 action cards** during the game. After the final round, proceed to final scoring.

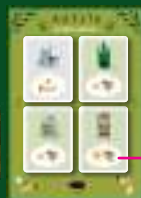
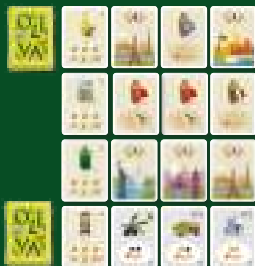
EXAMPLE: GAME END



Tatiana



B



A



Tatiana reveals a basic purchase card and takes her turn **A**. As the last player in turn order to perform a second action, the current cycle ends. Since there are no more nation bonus cards in the deck **B**, the game ends.



FINAL SCORING

Note 🏆 OLIVE POMACE

Cards dismissed as **olive pomace** still provide you victory points. Before calculating your final score, flip these cards face-up, maintaining them below your individual board and separate from your other cards.

To calculate the **final score**, record each player's **victory points (VP)** on the scorepad as follows:

- 1 Add up all your **remaining resources**: Escudo coins, olive cubes, olive oil cubes, and cards dismissed as olive pomace. Divide the total by 3, rounding down, to get VP.
- 2 Add the VP values shown on all your **global market cards**.
- 3 Add any VP values shown on your **special action cards**.
- 4 Score VP based on the requirements of each of your **special scoring cards**.
- 5 For each nation, count how many cards from that nation are above the market grid and multiply by your total number of matching **nation market cards** to calculate VP.

The player with **the most victory points** is the winner.

EXAMPLE: FINAL SCORING



Patricia



ABOVE THE MARKET GRID

4 5 3 4 5



Patricia calculates her final score:

- 2 VP from remaining resources;
- 24 VP from global market cards;
- 2 VP from special action cards;
- 2 VP from special scoring cards;
- 27 VP from nation market cards.

Therefore, Patricia ends the game with a total of 57 VP.

TIE BREAKERS

In case of a tie, the winner is the tied player with the **most remaining olive oil cubes**. If there is still a tie, the tied player with the **most remaining coins** wins. If there is still a tie, the tied players **share the victory!**



VARIABLE SETUP VARIANT

The **variable setup variant** of OLIVA is recommended if you want to experience the game with each player starting with different quantities and types of resources.

Set up the game following the standard rules, with these exceptions:

- A** Shuffle the 4 **starting resource cards** and display them face-up in a column near the market.
- B** In a  **2-player game**, remove any **special action cards** with the  symbol in the bottom right corner and return them to the game box.
- C** Shuffle the **special action cards** and reveal 4 cards one at a time, placing each to the right of a starting resource card to form pairs.
- D** Beginning with the starting player and proceeding in **turn order**, each player:
 - D1** Chooses one of the card pairs formed above.
 - D2** Takes the resources depicted in their starting resource card from the general supply.
 - D3** Shuffles their special action card into their deck of basic action cards.



SOLO MODE

In the **solo mode**, you face off against an **Automa opponent**. The goal is to determine which one of you will become the most successful olive oil producer in the region.

GENERAL SETUP

Set up the game for 2 players as usual, with these adjustments:

- Shuffle the 12 **special scoring cards** and randomly remove 4 of them to the game box without looking at them.
- Remove all **special action cards** with the  symbol to the game box. Shuffle the remaining special action cards with the 8 leftover special scoring cards. Create a face-down deck to the left of the bottommost market exchange rate card.
- Take both the **starting player marker** and the **active player marker**.

AUTOMA SETUP

Follow these steps to set up the Automa:

- Place an **individual board** in the center of their designated play area.
- Shuffle the 15 **Automa cards** and create a face-down deck to the left of their board.
- Draw 2 cards from their deck and display them face-up in the topmost spaces of their board.

AUTOMA TURN

You are always the starting player and will alternate turns with the Automa, performing your turns as usual.

ANATOMY OF AN AUTOMA CARD

- 1** *At the top, symbols that contribute to matching action symbols during your turn.*
- 2** *At the bottom, the action that the Automa performs during their turn.*



On the Automa's turn, **reveal the top card from their deck** and activate the action depicted in the bottom section of that card. When their draw deck is depleted, shuffle their discard pile to create a new face-down deck on the left of their board and continue as normal.

When performing their action, the Automa takes cards from the market to their play area. The Automa card shows **which market and card position to take from**. When the card shows all 4 markets, the Automa takes the cheapest card from each market. For special scoring cards, the Automa takes either the leftmost or rightmost card, as shown on their card.

The Automa dismisses all cards they take as olive pomace, except for nation market cards, which are placed above their board. If the Automa would have more nation market cards than displayed nation bonus cards, place the excess card above the market grid as a nation bonus card instead.

As in the standard mode, at the **end of each cycle**, move your **2 topmost** action cards from your individual board **face-down** to your discard pile. Then, move your **2 bottommost** action cards **face-up** to the 2 topmost spaces on your individual board. Repeat this process for the Automa.

GAME END

The game ends when there are **no more nation bonus cards** in the deck at the end of a round. Calculate your final score by recording your victory points (VP) on the scorepad as usual. Then, compare it to the table to the right to assess your performance as an olive oil producer.

RANK	SCORE
Apprentice	< 25 VP
Average	25 – 35 VP
Good	36 – 45 VP
Master	> 45 VP



APPENDIX

SPECIAL SCORING CARDS

	1 VP for each of your remaining Escudo coins. It costs 1 olive cube to purchase and does not play in  2-player games.
	2 VP for each of your remaining olive oil cubes. It costs 1 olive cube to purchase and does not play in  2-player games.
	2 VP for each olive oil cruet symbol on your special action cards. It costs 2 coins to purchase.
	2 VP for each quality seal on your special action cards. It costs 2 coins to purchase.
	5 VP for each of your complete sets of 4 different global market cards. It costs 2 coins to purchase.
	2 VP for each of your nation market cards depicting the Greece flag. It costs 1 coin to purchase.
	2 VP for each of your nation market cards depicting the Italy flag. It costs 2 coins to purchase.
	2 VP for each of your nation market cards depicting the Spain flag. It costs 1 olive cube and 1 coin to purchase.
	2 VP for each of your nation market cards depicting the Turkey flag. It has no purchase cost and does not play in  2-player games.
	3 VP for each of your nation market cards depicting the Morocco flag. It costs 1 coin to purchase and does not play in  2-player games.
	1 VP for each of your nation market cards depicting any flag. It costs 2 coins to purchase.
	1 VP for each of your cards dismissed as olive pomace. It costs 3 coins to purchase.



QUICK REFERENCE

PLAYER TURN

You **must select and reveal 1 action card**.

- 1 Check for matching action symbols.
- 2 Perform its corresponding action:
 - Harvest
 - Pressing
 - Provision
 - Sale
 - Purchase
 - Disposal

BASIC ACTIONS

- You start only with basic action cards.
- They feature all 6 distinct action types.

SPECIAL ACTIONS

- You purchase them from the market.
- Most are upgraded versions of basic actions.

GAME END

After the last nation bonus card is revealed:

- 6 rounds (2-player games).
- 4 rounds (3-player games).
- 3 rounds (4-player games).
- Players complete current round.
- Each player plays exactly 24 action cards.
- Proceed to final scoring.



CREDITS

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