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A game for 2-5 Ranchers from 10 years old. Game length 60-90 mins.

Game Contents

1 game board: It shows markets, pampas (plains), terrain (land) and four water fields. You use animal tokens to play on the pampas, and the hex tiles are played on the land spaces. Markets are not occupied by player pieces. The victory point track encircles the board. There are two sides to the board - one side has a symmetrical layout with 10 markets, the reverse has an asymmetrical layout with 11 markets.



80 land cards (14 each of mountain, forest, meadow, rock and moorland. 10 pampas)



72 animal cards (18 each of cattle, horse, pig and sheep)



80 hexagonal land tiles (in 5 player colours)



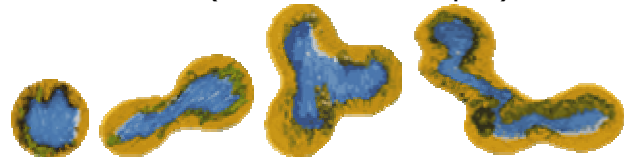
150 round animal markers in 5 colours (30 per colour, printed both sides)



5 Haciendas in the 5 player colours



18 water tiles (in 4 different shapes)



9 neutral Haciendas



8 Harvest chips



5 rule summaries
1 rulebook

72 cards for game money (in pesos): 20x1, 16x2, 12x5, 10x10, 8x20, 6x50



Aim of the Game

The players are ranchers in Argentina. They acquire land and animals, build haciendas, harvest and sell herds of cattle at the market. The winner is the player with the most points at the end of the game. Players score by connecting their pieces to markets and to water, by having long chains, building haciendas and making money.

Note – all examples in the text refer to a game played on the symmetrical board.

Preparation

Open the game board and place it face-up in the centre of the table. For the first game, we recommend that you use the symmetrical side. Each player takes 1 Hacienda and 30 animal tiles of one colour, 20 pesos starting capital and 1 rule summary card. The Hacienda is placed on the starting space of the victory point track. The animal tiles show different animals front and back.

The 80 land cards are shuffled. Each player draws a hand of 8 land cards. The remaining cards are placed in a face-down pile beside the board. The top 4 cards are turned face-up and placed beside the board.

The 72 animal cards are shuffled. Depending upon the number of players in the game, some of the cards are placed back in the box without further inspection.

Each player draws a starting hand of 4 animal cards. 4 further cards are turned face-up and placed beside the board. The remaining animal cards are divided into two equal stacks. One stack is placed next to the face-down land cards, and the second is temporarily set aside (see Scoring, below).

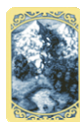
All of the hexagonal land tiles are placed in a supply beside the board.

Four size-1 water tiles are put on the 4 water fields on the game board. All the other water tiles are placed within easy reach. The neutral Haciendas and the harvest tokens are placed beside the game board. Appoint one player as a banker.

Preparation table

No of players	2	3	4	5
Animal cards removed	30	20	10	0
Haciendas available	5	7	8	9
Harvest tokens	All			
Water tiles on the board	4 size-1 on the water spaces			
Water tiles next to the board	all of the rest			
Land and animal cards available	4 face-up of each			

Each player starts with a Hacienda (on the scoring track), 30 animal tokens, 8 land cards, 4 animal cards, 20 pesos, 1 rules summary.



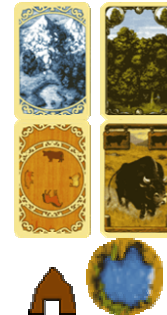
Structure of play

Choose a starting player, play clockwise around the table. The player whose turn it is performs three actions in any order: buy an item (Hacienda, land card, animal card or water tile); play a card (land or animal); play a harvest token.

1 - Buy an Item

The bank will sell the following:

1 land card from the face-down deck	2 pesos
1 face-up land card	3 pesos
1 animal card from the face-down deck	2 pesos
1 face-up animal card	3 pesos
1 Hacienda	12 pesos
1 water tile	12 pesos



Buy a card (it is possible to buy several cards in a turn, each card purchase is one action) - The player pays the amount to the bank and takes the card into his hand. It is also possible to play either a land or an animal card immediately - but this is a further action! (See playing cards, below). If a face-up card was purchased, a new card is drawn immediately from the face-down stack, which the player can then buy in a subsequent action by paying the required amount (3 pesos) to the bank.

Buy a Hacienda (once per turn only) - The player pays 12 pesos to the bank, takes 1 Hacienda from the remaining supply, and immediately places it on any of his own tiles - a land chain or a herd - that hasn't already got a Hacienda upon it. A Hacienda will score as many points during scoring as the size of the land chain or herd that it stands upon.

Buy a water tile (once per turn only) - All water tiles, no matter what size, cost 12 pesos to buy. The player pays the amount to the bank, takes 1 water tile of his choice from the remaining supply, and immediately places it on a free pampas space, if it is a 1 space tile, or on free pampas spaces if it is a larger water tile. Being adjacent to a water tile scores one point for each land or animal tile during scoring.

2 - Play a Card



Land Cards

A player who plays a land card takes a hexagonal land tile of their colour and places it on any empty land space on the board of the same type as the card played. Note: the land tiles are printed with a different player colour on each side.

If the played land card shows a pampas field, the player places a hexagonal tile on any free pampas space which is adjacent to one of his existing land tiles.

It may become impossible to play certain land



Red plays a mountain card, and puts a red land tile on any empty mountain space on the game board.



Red plays a pampas card, and puts 1 of his land tiles on a pampas space adjacent to an existing red land tile.

cards when there are no more free spaces on the board of that type. When this happens, the land card is treated like a pampas card. Eg. If a mountain card is played and there are no empty mountain spaces, the player places a land tile on any empty pampas space adjacent to one of his existing land tiles.

All cards are put aside once played.

Land chain: Several adjacent land tiles of the same colour on the board represent a chain. If the chain is at least 3 spaces long it will score victory points during scoring. There are no points for single tiles or for chains of two.

Tip: Try to form land chains with 3 or more tiles.



Animal Cards

When an animal card is played, the player takes a corresponding animal tile of his colour and places it on the board on an empty pampas space which is adjacent to one of the player's land tiles or one of the player's animal tiles which shows the same animal. A herd consists of one or more adjacent tiles showing the same type of animal. A herd can affect other herds. All animal cards are put aside once played. Herds belonging to different players may be adjacent.



The blue pig herd is adjacent to the blue horse herd and the red pig herd.

Note: The animal tiles show different animals to the front and back.

Tip: Pay attention when placing animals on the board that enough pampas fields remain free on which you can later place a water tile.



Market

If a herd reaches a herd the side of a market, the player immediately receives money from the bank. If during the turn a herd reaches several sides of a market place, it will receive money several times. For each side of a marketplace, the player receives money once. The amount which the player receives is worked out according to the following formula: Number of animal tiles in the herd + number of land tiles = 1 peso each. For "number of land tiles" count all land tiles which are connected to the herd (see also **Scoring Example**).

Notes

- Each side of a marketplace can be used only once.



Blue takes three actions to play 3 pig cards. The first pig is played adjacent to his own land tile (having previously played a chain of three). With the second pig he connects the herd to a market. Blue receives 5 pesos (3 land tiles + 2 animal tiles = 5). Blue then places a third pig adjacent to the second, which is adjacent to a different side of the market. This earns 6 pesos (3 land tiles + 3 animal tiles = 6).

- If a player increases a herd without reaching a new market, he receives no extra money.
- A player who reaches a market with a herd - even if the herd consists of just one animal tile - is considered to have connected that market. This will score points during scoring.

Tip: Try to reach as many markets as possible with your animal tiles.

3 - Play a Harvest Token (once per round)



A player can earn money in 2 ways. Either they bring a herd to a market (see above) or they play a harvest token. The player takes 1 harvest token from the supply and places it on any of his own land chains that does not already have a harvest token.

The player then receives money according to the following formula: Number of land tiles in the chain x 3 pesos. Example: 7 land panels x 3 pesos = 21 pesos.

If all the harvest tokens are on the board, a player can still harvest. He takes a chip from any chain belonging to another player and places it on one of his own chains. Land chains which become "free" in this way can be harvested again later if the owner chooses the harvest action, by taking the token from an opponent's chain.

Scoring

When the last card of the first animal card stack is purchased or turned face-up, the second stack which was set aside earlier is brought into play and placed next to the board in the place of the depleted stack. At the end of this round, once the last player has finished his actions, an intermediate scoring takes place.

When the second stack of animal cards is exhausted, the round is likewise played to the end and the game finishes with a final scoring round.

Scoring is carried out in exactly the same way whether it is an intermediate scoring round or the end of the game.

First points are awarded for the markets, then for the land chains, then Haciendas, for water tiles and finally for money on hand.

The points are tracked using the Hacienda for each player on the victory point track.

The rules summary cards should be referred to.

The more markets a player is connected to, the more points the player will score. It is unimportant how many herds are adjacent to the market, or how many sides of the market are occupied. Players score points according to the following table:

Markets	1	2	3	4	5	6	7	8	9	10	11
Points	1	3	6	10	15	21	28	36	45	55	66

Example: A player whose herds connect to 7 different markets receives 28 points.

Note: you don't have to connect two or more markets together, just have herds connected to a market to score for it.

Points for land chains are determined for each player. All chains containing 3 or more land tiles are counted. Individual land tiles and doubles are not scored! The points are calculated according to the following formula: Number of land tiles times 2 points.

Example: *A player possesses one 7-space chain and two 3-space chains. In addition he has a 2-space chain and 3 individual land tiles. The player scores $7 + 3 + 3 = 13 \times 2 = 26$ points. For the 2-space chain and the singles he does not receive any points.*

Points for Haciendas. All land tiles in a chain, or all animal tiles in a herd, which has a Hacienda upon it are scored. Note: by connecting two of your own land chains it is possible that several Haciendas can stand on a single land chain; this chain scores only once. Example: A player possesses 2 Haciendas; one stands on a 7-space land chain, and the other one stands on a herd which consists of 6 sheep. The player receives $7 + 6 = 13$ points.

Points for water tiles. Each water tile on the board is scored one at a time. For each land and/or animal tile which borders a water panel tile, the owner scores 1 point, whether the water tile was on the board at the start of the game or has been added later. It doesn't matter which player placed the water tile.

Suggestion - After a water tile has been scored for, turn it face-down. Then, when intermediate scoring is complete turn all of the water tiles face-up. This will ensure that no water tile is missed.

Money on hand. Each player counts their money. For every 10 pesos a player has, he receives 1 point. Example: a player holds 28 pesos. He receives 2 points for this.

Scoring example

Red's scoring in detail

Markets: Red has connected to 5 markets. The only market it did not reach was the one at the top in the middle. That results in 15 points.

Land chains: Red has a 4-space chain at the top right, and at the bottom left a chain of 3. Those total 7 land tiles, resulting in 14 points. The 2-space chain in the upper left is not scored.

Haciendas: Red has a Hacienda on its 6-space pig herd. That results in 6 points.

Water tiles: The single space water tile on the left scores 4 points, the two-space tile beneath scores 6 points. The three-space tile in the middle scores 1 point and the single water tile in the



upper right scores 6. The animals which are adjacent to two different water tiles add to the score for both water tiles (eg. the pig tokens on the left hand side of the picture, which added 1 point each to both the upper and lower water tiles. Accordingly those pigs have added 4 points to red's score).

Money: We assume that red has 12 pesos. That results in 1 point.

Player	Red		Blue	
Connected markets	5	15 points	4	10 points
Land chains	7 (3 + 4)	14 points	10 (7 + 3)	20 points
Haciendas	6	6 points	7 + 4	11 points
Water tiles	4 + 6 + 1 + 6	17 points	7 + 4	11 points
Money	12 pesos	1 point	8 pesos	0 points
Total		53 points		52 points

Example - a further example of the market, Red has placed the pig tile (marked with an arrow) adjacent to a market. It is connected to all the other pigs in the herd. Red receives 1 peso for each red pig in the herd, and 1 peso for each red land tile connected to the herd. There are 6 pig tokens, and 5 land tokens connected to the market. Red receives 11 pesos.



Game End

The game ends after the final scoring. The player with the most victory points wins. Cash in hand breaks any ties.

There is a program at www.hans-im-glueck.de which can be used to generate your own boards for Hacienda. Explore further tactical possibilities.

Note - the animal chips are not meant to be limited. If a player runs out of tiles of a certain animal, he/she may replace other tiles on the board until there are really no animals left (ie. all 15 have been placed). Example: you run out of sheep; you can replace an earlier horse/sheep tile that was played with the horse-side face-up, with a horse/pig tile and then re-use the recovered tile as a sheep.