

BOX CONTENTS



- board



- 3 palm trees



- 72 banknotes (24 each: 1 escudo, 2 escudos, 5 escudos)



- 45 plantation tiles (9 each: bananas, coconuts, watermelons, grapes, peppers)



- spring pawn



- farmers (22 in each of 5 player colors)



- 15 blue canals



- 5 proposed canals (1 in each player color)



- canal overseer token
- instructions

GOAL

Players take on the role of farmers growing bananas, peppers, watermelons, grapes, and coconuts. But nothing will grow without water. Each player tries to bring water to their own plantations, because plantations with no irrigation will dry up, depriving their owners of income. Grow your plantations, irrigate them, and earn escudos! The player with the most points at the end of the game will win.

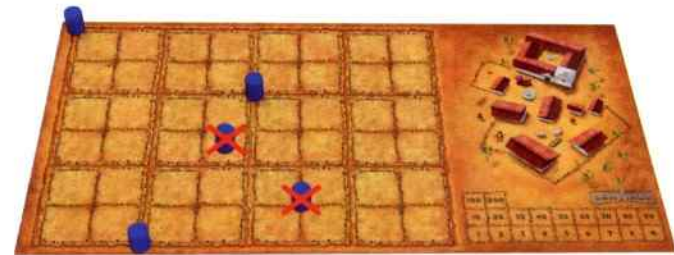
PREPARATION



A Place **the board** in the center of the table.

B Place **the spring pawn** on the board.

The spring pawn must be placed on **an intersection of thick lines**. Placing it on a board edge or corner makes the game more difficult. Therefore, in your first game, place the spring on one of the 6 intersections in the middle of the board.



C Place **the 3 palm trees** on 3 different squares on the board. A palm tree cannot touch (by sides or corners) another palm tree or the spring.

D Randomly mix **the face-down plantation tokens**. Then form them into several face-down stacks:

- 3 players: 4 stacks, each with 11 tiles*
- 4 players: 4 stacks, each with 11 tiles*

- 5 players: **5** stacks, each with **9** tiles.

* With 3 or 4 players, 1 plantation tile is not used: return it to the box, after revealing it so that everyone knows which tile is left out.

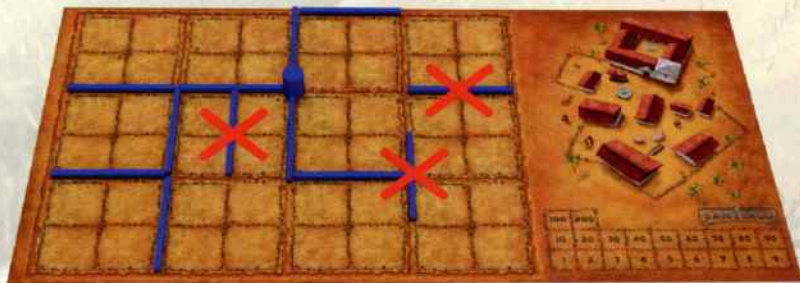
- E** Give each player **1 blue canal**.
- F** Place more **blue canals** near the board:
 - 3 players: **11** blue canals,
 - 4 players: **11** blue canals,
 - 5 players: **9** blue canals.
- G** Give each player **1 proposed canal** in their color. (Return remaining proposed canals to the box.)
- H** Give each player **22 farmers** in their color. (Return remaining farmers to the box.)
- I** Give each player **10 escudos** (in any desired combination of denominations). Before the game, players should decide whether players' money is open or concealed from opponents.
- J** Place the remaining banknotes near the board, sorted by denomination, to form the bank. Players can always make change during play.
- K** The player who most recently worked on a farm (or the oldest player) receives the canal overseer token, which goes on the table in front of this player.

Below is general information about irrigation canals and plantations. Once you understand how this works, the remaining rules will be easy to learn.

BUILDING IRRIGATION CANALS

Players collectively build a connected network of canals to irrigate their plantations. Canals follow these rules:

- The first canal placed on the board **must touch the spring**.
- Canals must be built only **on the thick lines**.
- Each canal **must connect 2 intersections of thick lines**.
- Each subsequent canal **must touch the existing channel network**.
- The canal network can branch and expand **in various directions**.



PLACING PLANTATIONS

Each round, players will take plantation tiles and place them on the board, following these rules:

- A taken plantation tile must be immediately placed **on any empty square**.
- After placing a plantation tile, the player places as many of their **farmers** on it as the number of farmer icons printed on the tile.



Put 1 farmer on this tile.



Put 2 farmers on this tile.

- A plantation tile may be placed adjacent to other plantations or not, as desired.
- A plantation tile may be placed adjacent to an irrigation canal or not, as desired. (Typically, it is advantageous to place your tile adjacent to a canal.)
- A plantation tile can be placed **on a square with a palm tree**. In this case, put the palm tree onto the plantation tile.

PLANTATIONS DRYING

Farmers on a plantation grow it and take care of the crops. If a plantation is not irrigated, nothing will grow on it, and farmers will give up and leave.

- If at least one side of a plantation touches a canal, then it is **successfully irrigated** for the rest of the game.
- Each round, each plantation without irrigation dries and **loses 1 farmer** (who returns to the box).
- A plantation that loses its last farmer becomes **neutral** (owned by no one).
- A neutral plantation that dries again becomes **desert**: turn the tile over to show its desert side.
- A desert always remains desert: irrigating it later will not restore the plantation.



If this plantation does not receive irrigation, the **red** player's farmer will leave.



After the farmer leaves, the plantation becomes **neutral**: it is no longer the **red** player's. If it does not receive irrigation again, it will become **desert**.



The non-irrigated neutral plantation becomes **desert**: turn the tile over. It will remain **desert** for the rest of the game.

EXPANDING PLANTATIONS

- A connected group of adjacent (through sides) plantations with the same crop forms a larger plantation.
- Different tiles in a larger plantation can have **farmers of different players**.
- **Irrigation canals** between tiles in a larger plantation do not separate the tiles or divide the plantation into smaller parts.
- **Palm trees** in a larger plantation do not divide it into smaller parts.
- **Desert tiles** have no crop, so they can divide a large plantation into smaller parts.

The example illustration shows:

- A large watermelon plantation with 3 tiles,
- a large banana plantation with 4 tiles,
- 2 different (unconnected) single-tile grape plantations,
- a large pepper plantation with 2 tiles,
- a separate single-tile pepper plantation,
- a desert tile.

If the desert tile were still a pepper tile, then there would be one larger pepper plantation with 4 tiles.



SCORING POINTS

At the end of the game, each player sums their points from plantations. The more tiles in a plantation, and the more farmers a player has there, the more points earned:

a player's points from a plantation = number of tiles in the plantation × number of that player's farmers.

Palm trees give additional points: **if a player has a farmer on a tile with a palm tree, the palm tree counts as 1 additional farmer for that player.**

The player with the highest total score wins.

Scoring example:



The watermelon plantation gives the **red** player **6 points** (3 tiles × 2 farmers) and gives the **green** player **3 points** (3 tiles × 1 farmer). The palm tree gives no additional points because no one has a farmer on its tile.

The pepper plantation gives the **brown** player **1 point** (1 tile × 1 farmer).



If the **green** player additionally had a farmer on the palm tree tile, then green would score **9 points** (3 tiles × 3 farmers), as the **palm tree would also count as a green farmer**.



In the banana plantation, the **red** player has farmers on the palm tree tile and so scores **12 points** (4 tiles × 3 farmers); the **green** player also scores **12 points** (4 tiles × 3 farmers); the **brown** player scores **8 points** (4 tiles × 2 farmers).

The grape plantation gives the **red** player **1 point** (1 tile × 1 farmer).

SEQUENCE OF PLAY

Depending on the number of players, the game lasts:

- 3 or 4 players: **11 rounds** (each stack of plantation tiles has 11 tiles),
- 5 players: **9 rounds** (each stack of plantation tiles has 9 tiles).

Each round has **7 phases**:

Phase 1. Auction

Phase 2. New canal overseer

Phase 3. Place plantations

Phase 4. Build a canal

Phase 5. Build an additional canal

Phase 6. Drying

Phase 7. Income

PHASE 1: AUCTION

Draw the top tile from each plantation tile stack and reveal them face up. (Place them on the village on the board.)



Now an **auction** begins. The highest bidder will have the first choice from the available plantation tiles.

- In clockwise order, starting with the player to the left of the canal overseer, each player says how much they bid and places that amount of their money on the table. A player can also pass, placing no money.
- A non-zero bid cannot equal any previous player's bid: it must be **smaller** or **larger**.
- Each player bids **only once!** After each player says their bid or passes, the auction is done.

PHASE 2: NEW CANAL OVERSEER

After the auction, whichever player **first passed** becomes the new canal overseer. If no one passed, then whichever player made the **smallest bid** becomes the new canal overseer. This player receives the canal overseer token, which goes on the table in front of this player.

PHASE 3: PLACE PLANTATIONS

Now players take and place plantation tiles and put their farmers onto them. Players do this in order of their auction bids, from largest to smallest. Each player (starting with **the high bidder**) does the following steps:

- Pay their auction bid to the bank.
- Choose **1 plantation** tile from the available tiles.
- Place the selected tile onto any empty square. (If the square has a palm tree, put it onto the tile.)
- Put their **farmers** onto the plantation tile (1 for each farmer icon on the tile).

After one player finishes doing those steps, the next player (who bid the next highest amount) does those same steps.

- A player who **passed** goes after all the players who bid and paid money. If several players passed, they go in the following order:
 - Whoever passed last goes first among the passing players.
 - Whoever passed second to last goes second, and so on.
- Each player who **passed** puts **1 farmer fewer** than those pictured on their plantation tile.
 - if the tile has 2 farmer icons, a passing player puts only 1 farmer,
 - if the tile has 1 farmer icon, a passing player puts no farmers (and so the tile is neutral).
- In a **3-player game**, one of the 4 plantation tiles will remain after each player places one. The high bidder then places the last tile:
 - it must touch the side of at least one non-desert tile (if possible; otherwise, it must touch a desert tile),
 - it is **neutral** (place no farmers on it).

PHASE 4: BUILD A CANAL

After placing plantations, players want to ensure their plantations receive water. The **canal overseer** decides where a new canal will be built. But the other players can influence the canal overseer's decision, trying to persuade the overseer to direct water to their own plantations.

- In clockwise order, starting with the player to the left of the canal overseer, each player can propose where the new canal should be built.
 - A player places their proposed canal (**in their own color**) on the location they propose.
 - To encourage the canal overseer to select their proposed location, a player may additionally place some of their **escudos** on the table as a bribe.
 - **Several players** may propose **the same location**, in which case their bribes for that location are **combined**.
 - Players are not obliged to propose a location, nor to offer a bribe.
- The canal overseer must decide between these two options:
 - **Accept** one of the proposed locations (it does not have to be the location with the largest total bribe). The canal overseer takes all bribes offered by players who proposed that location, then places one **blue canal** (from the pool near the board) onto that location. All proposed canals return to their owners.OR
 - **Reject** all proposed locations. The canal overseer takes no bribe money, but freely chooses some other location to place one **blue canal** (from the pool near the board). The canal overseer must **pay to the bank 1 more than the largest total bribe for a location**.

Special case: if **no player** proposed a location, then the canal overseer can build one new canal anywhere by paying **1 escudo** to the bank. If the canal overseer cannot or chooses not to pay, then return 1 blue canal to the box instead of placing it.

PHASE 5: BUILD AN ADDITIONAL CANAL

Now **one player** may build an **additional** canal, using their own blue canal.

- In clockwise order, starting with the player to the left of the canal overseer, each player states whether they want to build an additional canal:
 - If a player does not wish to, the decision simply passes to the next player in clockwise order (eventually reaching the canal overseer, if no earlier player wishes to).
 - If a player wishes to build an additional canal, they place their own blue canal where they wish.

Remember that each canal placed (in phases 4 and 5) must follow the canal rules on page 4:

- it must touch the existing canal network,
- it must be on thick lines and connect two intersections.

When an additional canal is placed, no one pays or receives escudos.

- **Only 1 additional canal** can be built per round. Therefore, once one player builds an additional canal, no other player can during that round.
- Once an additional canal is built, phase 5 ends.

Each player starts with 1 blue canal, so during the whole game, each player can build only 1 additional canal. When and where to use this option is thus an important decision.

PHASE 6: DRYING

Players now determine which plantation tiles are non-irrigated.

- Each plantation tile which has no canal touching any of its sides **is non-irrigated**.
- **Remove 1 farmer** from each non-irrigated plantation tile. (Return these farmers to the box.)
 - If at the start of phase 6, a non-irrigated plantation tile has 2 of a player's farmers, then after removing 1 farmer, **the tile will still have 1 farmer of that player**.
 - If at the start of phase 6, a non-irrigated plantation tile has only 1 of a player's farmers, then after removing that farmer, **the tile becomes neutral**. A neutral plantation tile will never have any player's farmers again.
 - If at the start of phase 6, a non-irrigated plantation has no farmers (i.e. it is neutral), **the tile becomes desert!** Turn it over (so its desert side is face up). Nothing will grow there again.

In the last round, all non-irrigated plantation tiles become desert, even if they have farmers! Remove any such farmers and turn those tiles into deserts.

PHASE 7: INCOME

Each player now receives **3 escudos** from the bank.

In the last round, skip phase 7.



During the **last round**:

- In **phase 6**, all non-irrigated plantation tiles become desert, even if they have farmers.
- **Skip phase 7**: players do not receive income.



The game ends after the last round, i.e. when the stacks of plantation tiles and the blue canals near the board are exhausted.

- 3 or 4 players: after the **11th round**.
- 5 players: after the **9th round**.

Players score points as follows:

- **1 point for each escudo** possessed at the end of the game. Mark each player's number of escudos on the score track.
- **For each plantation where a player has farmers, the player scores plantation size × number of farmers** (see page 6). Mark each player's plantation points on the score track.

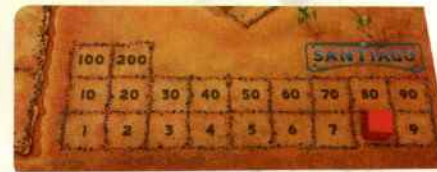
Whoever scores the most points wins. In case of a tie for high score, the tied players enjoy a shared victory.

SCORE TRACK

The board has a score track to help score each player's points (with 3 separate tracks for units, tens, and hundreds). Each player can use several of their unused farmer cubes as score markers.

Example 1

At the end of the game, the **red** player has **8 escudos**, so they put a red cube on "8" on the score track. Next, they score **9 points** from a plantation, raising their score to **17 points**, so they put one red cube on "10" and another red cube on "7". They continue adding their points from additional plantations this way.



Example 2

Here are the results for 3 players: the **red** player has 141 points, **brown** has 139, and **green** has 98.



We recommend scoring one plantation after another:

Score the points for one player with farmers in a plantation, then remove that player's farmers from that plantation. Then similarly score the points for another player with farmers in that plantation and remove that player's farmers, and so on. This keeps things orderly.

●●● RULE SUMMARY ●●●

PREPARATION

- Place the **spring** pawn on the board, on any intersection of thick lines.
- Place the **3 palm trees** on the board, on any 3 non-adjacent squares.
- Shuffle the **plantation tiles** into several stacks:
 - **3 or 4 players: 4 stacks, each with 11 tiles**
 - **5 players: 5 stacks, each with 9 tiles**
- Each player takes **1 blue canal**.
- Put **blue canals** near the board:
 - **3 or 4 players: 11 canals.**
 - **5 players: 9 canals.**
- Each player takes a **proposed canal** in their color.
- Each player takes **22 farmers** in their color.
- Each player takes **10 escudos**. (The remaining escudos are the bank.)
- The player who most recently worked on a farm takes the canal **overseer token**.

SEQUENCE OF PLAY

Phase 1: Auction

- Reveal 1 plantation tile from each stack.
- Auction: in clockwise order, starting with the player to the left of the canal overseer, each player places their bid (different from all previous bids) onto the table. Each player bids **only once**.
- A player may pass (not bidding or placing any money).

Phase 2: New canal overseer

- Whoever passed first becomes the new canal overseer. If no one passed, then the lowest bidder becomes the new canal overseer.

Phase 3: Place plantations

- In bid order (**from largest to smallest**), players do the following:
 - Pay their bid to the bank.
 - Take **1 plantation tile**, place it onto an empty square, and place their **farmers** onto it.
- A player who **passed** goes after all the players who bid. If several players passed, the player who passed last goes first after the bidders, then the player who passed second to last, etc. Each player who passed places **1 farmer fewer** on their plantation tile.

- 3-player game: 1 of the 4 plantation tiles remains unplaced. The **highest bidder** now places it adjacent to any non-desert plantation tile (with no farmers: it is **neutral**).

Phase 4: Build a canal

- In clockwise order, starting with the player to the left of the canal overseer, each player may make a proposal:
 - Put their **proposed canal (in their color)** onto the location where they want the new canal built.
 - They may place **escudos** on the table as a bribe to the canal overseer.
 - **Several players** may propose **the same location** and **combine** their bribes for that location.
 - Proposing a location and offering escudos are both optional.
- The canal overseer must:
 - Accept one proposal (not necessarily with the largest bribe): take the bribe money proposed for that location and place a blue canal on that location. OR
 - Reject all proposals and choose a different location for a new blue canal, paying to the bank **1 more** than the highest total bribe for a location.

Phase 5: Build an additional canal

- In clockwise order, starting with the player to the left of the canal overseer, each player may choose to place their own additional **blue canal**:
 - If a player does not build an additional canal, the option simply passes to the player on their left.
 - If a player decides to use this option, they place their own blue canal on the location they want.
- **Only 1 player** can build an additional canal per round.

Phase 6: Drying

- **Remove 1 farmer** from each non-irrigated plantation tile. If a non-irrigated tile has no farmers, flip it to its desert side.
- In the **last round**, all non-irrigated plantation tiles become desert!

Phase 7: Income

- Each player receives **3 escudos** from the bank.
- In the **last round**, skip this phase.

END OF THE GAME

- Players mark their number of escudos on the score track.
- For each plantation, players with farmers there mark their additional points on the score track.

2-PLAYER VARIANT

This section explains rule modifications to play with **2 players**. All other rules remain the same.

PREPARATION

Prepare the game as usual, with the following exceptions:

- B** Place **the spring token** as usual. Then the older player places **one blue canal**, touching the spring.
- D** For each plantation type, **remove 3 tiles** (2 tiles with 2 farmer icons and 1 tile with 1 farmer icon), returning them to the box. Shuffle **the remaining 30 tiles** face down, then stack them:
 - 2 players: 3 stacks, each with 10 tiles.
- F** Put 10 **blue canals** near the board.
- H** In addition to **22 farmers** in their own color, each player takes **22 farmers** of an unused color; these will be used during auctions.
- I** Each player takes **5 escudos**.

SEQUENCE OF PLAY

The 2-player game lasts **10 rounds**. (Each plantation tile stack has 10 tiles.) Each round has **7 phases**, as in the standard game:

PHASE 1: AUCTION

As usual, **reveal 1 plantation tile from each stack**.

Players bid **simultaneously** instead of sequentially to see who gets to choose a tile first.

- From their pool of farmer cubes in a non-player color, each player **simultaneously** puts as many cubes into their hand as the number of escudos they want to bid. Each player's bid is **secret**, so players can hide their pool with one hand while grabbing their desired number of cubes with the other hand.
- Players then simultaneously open their hands to show their bids.
- A player cannot bid more escudos than they have.
- In case of **equal bids**, the canal overseer is considered the high bidder.



- A player can pass, revealing no cubes in their hand.
- Both players pay their revealed bids to the bank.

PHASE 2: NEW CANAL OVERSEER

The low bidder becomes the new canal overseer. (The current canal overseer is the high bidder in case of equal bids, or both passing.)

That player takes the canal overseer token. Besides choosing where to build a canal, the canal overseer also gets to win ties in auctions.

PHASE 3: PLACE PLANTATIONS

Phase 3 follows the standard rules for taking and placing plantation tiles, starting with the high bidder. Each player must:

- Choose **1 plantation** tile from the available tiles.
- Place the selected tile onto any empty square. (If the square has a palm tree, put it onto the tile.)
- Put their **farmers** onto the plantation tile (1 for each farmer icon on the tile).

If a player **passed**, they place **1 farmer fewer**, as in the standard game rules.

Similar to a 3-player game, there will then be **1 remaining tile**, which the **high bidder** then places:

- it must touch the side of at least one non-desert tile (if possible; otherwise, it must touch a desert tile),
- it is **neutral** (place no farmers on it).

PHASE 4: BUILD A CANAL

As in the standard rules, the **canal overseer chooses where to build a canal**, and the other player can propose a location and a bribe.

PHASE 5: BUILD AN ADDITIONAL CANAL

As in the standard rules, the non-overseer has the first option to build an additional canal.

PHASE 6: DRYING & PHASE 7: INCOME

Phases 6 & 7 happen as usual.