



EL RAZUL! EXPANSION

GAME COMPONENTS



2 "Drought" tiles



1 "Fruit Choice" windmill blade



1 "El Razul" windmill blade



1 "El Razul" figure



4 "Marionette" action tiles in each of 4 player colors

SET-UP

Assemble the "El Razul" figure and place it in any community. Put the "El Razul" windmill blade on any space of the windmill.

Mix all the other windmill blades and put them face up on the remaining spaces of the windmill. Remove the two left-over windmill blades from the game.

Mix the two "Drought" tiles with the fruit tiles from the basic game. Then lay them out as described in the basic game. The four fruit tiles that are left are put back into the box, unseen.

Each player takes the action tiles of his color, including the new "Marionette" action tile.

Everything else remains unchanged in the set-up of the basic game.

NEW RULES

Unless indicated otherwise, all original rules remain in effect.



"Fruit Choice" windmill blade:

If a figure lands on this blade, the active player chooses one kind of fruit and takes the appropriate number of the matching fruit.



"El Razul" windmill blade:

If a figure lands on this blade, the active player has to move the "El Razul" figure to another community. In addition, the active player takes two fruits of one kind of his choice, regardless of how many farmers are already standing on the windmill blade.



"El Razul" figure:

If a player wants to deliver fruit to a community where this figure is standing, the following applies: The fruits depicted on a fruit tile are now no longer obligatory; the player can choose which fruits to deliver in the combination required.

Example: If a fruit tile shows three oranges and two figs, the player can deliver three almonds and two lemons instead, or three lemons and two oranges.

The number of fruits to be delivered and their ratio remain the same.

Once the player has the fruit tiles in his playing area, they function as normal, regardless of how they were paid for.



"Drought" tile:

If a player wants to deliver fruit to a community where this tile is located, he has to use a donkey cart, but does not deliver any fruit. The player may deliver further fruits according to the cart's capacity. He may deliver to two "Drought" tiles on one turn. A single donkey cart can take 1 or 2 "Drought" tiles and then still deliver 6 fruits (10, if the large donkey cart) on the same turn.

He takes the tile, which counts as a 2-point fruit tile at the end of the game; it can also be used as a 2-point tile as part of a set when collecting bonus tiles. "Drought" tiles are not considered when assigning the Finca tiles.

After that, the player removes from the game two pieces of wooden fruit of each kind from the general stock. If the supply of any kind of fruit is insufficient, the normal rule applies (putting back fruit).



"Marionette" action tile:

This tile can be used only once in the game. Once a player uses it, he moves one farmer figure of another player on the windmill and gets everything that this figure gets; this means that he takes fruits and donkey cart(s) according to the usual rules; and if this figure lands on the "El Razul" blade, and he moves the "El Razul" figure as well. The owner of the farmer figure gets nothing.

If a player has not used this tile during the game, he gets 2 points for it at the end of the game.