



Citrus



Contents:

5 Player mats



30 Workers in 5 colors



1 Double-sided game board



5 Money tiles



1 Plantation market



30 Landscape tiles



90 Plantation tiles

(18 of each type: lemon, orange, blood orange, lime, grapefruit – 6 tiles of each type with a well)



15 Finca (house) tiles



15 Building site tiles



1 Cloth bag (not pictured)

this Rule book

The short explanations with the blue background feature a summary of the rules. If you already know the game but haven't played it for a long time, you can easily refresh your memory by merely reading the **short explanations**. These also help when teaching the game, and when you are uncertain of specific rules, you can find the pertinent sections quickly.

Long and short version of the game

Note:

The Citrus game board provides two variants. For the long version of the game, use the side with more spaces (about 50-60 minutes), for the short version of the game, the side with fewer spaces (about 30-40 minutes).

2-3 players can either play the short or the long version. For 4-5 players, the long version is recommended.

The following instructions refer to the long version of the game. The changes in the rules for the short version are explained under "Variants" at the end of the rules.

Preparation:

Fold out the **game board** on the table.



Shuffle the **landscape tiles** face-down and place one face-up on each landscape space on the game board. Remove leftover landscape tiles from the game.



Place the **plantation market** on the table.



Shuffle the **15 Finca tiles** face-down and place in a face-down stack on the appropriate space of the plantation market. Draw the top 4 tiles and place face-up on the spaces **A, B, C** and **D** of the game board.



Place the 90 **plantation tiles** in the cloth bag and mix. Draw 12 tiles out of the bag randomly and place onto the plantation market in order onto the spaces marked 1 to 12.

Remove the **building site tiles A, B, C** and **D** from the game (*they are only used for one of the variants*). Shuffle the remaining ones and place in a face-down stack on the appropriate space of the market. Reveal the top 3 building site tiles and place them on their matching building sites on the board (same character).



Each player chooses a color and takes a **player mat**, **6 workers** in that color and the **money marker**. Place 5 workers in the spaces of the player mat, and place the 6th Worker on the 0 space of the point track around the edge of the game board. Place the money markers on the 6-coin spaces of the money tracks on each player mat.



Overview:

The goal of the game is to build your plantations on the board in a way that earns you the most income in the form of points. You earn points for each plantation built as well as for landscape tiles collected. Additional points are awarded to the players with the largest plantation regions adjacent to a Finca when it is scored. In order to build plantations, you must have enough money. Therefore, it is essential to harvest some of your plantations from time to time in order to collect the needed income.

Playing the Game:

The player who can dance the Flamenco best begins.

Build or Harvest

Beginning with the starting player, the game proceeds in a clockwise direction. When it is your turn, you have the choice between two actions:

Build: buy plantations from the market and build immediately on the game board (see pages 3 - 6).

OR

Harvest: score at least one plantation region and collect income (see page 6).

**A player must perform one of these actions.
Passing a turn is not allowed.**

In addition, you may perform one or more **special actions** using your landscape tiles **at any time and in any order** during your turn.

Action: Build

1 Coin per plantation

Select a row from the market (marked with arrows) and buy all the plantations from that row. Then pay 1 coin for each plantation by moving your money marker back that many coins on your player mat's money track.

Example: The player may buy plantations from any row as long as he has enough money. Three possibilities are marked in the image.

Buy and immediately build

You must always buy all the plantations in a row. The acquired plantations must then be built immediately on the game board. It is not allowed to store plantations for later. Buying and building is regarded as a single action. (If there are 3 or less plantations left on the market after buying, a new Finca is built and the market will be refilled; see page 6.)

Only buy when you can build

If you cannot pay for all the plantations in a row, or you cannot build them all, you may not buy that row. If, however, you mistakenly take a row of plantations from the market and then realize that you cannot pay for or build all of them, you must place the tiles you cannot build back in the market in the order of the numbers on the market spaces. You receive a penalty of minus 3 points for each tile you must return to the market (move your worker on the scoring track accordingly).

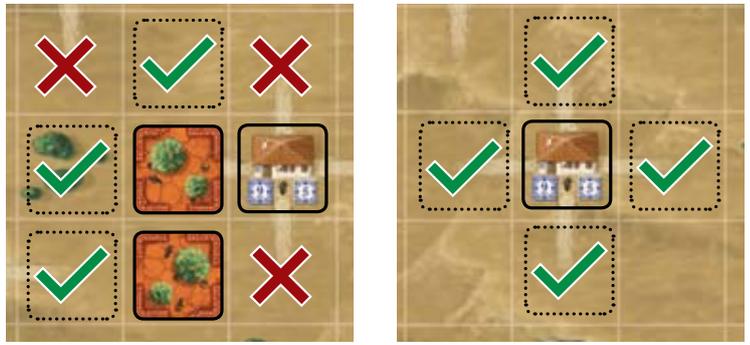


Buy all plantations from a row

Start new plantations next to a Finca

You can build new plantations on the game board in two ways:

- By placing adjacent a matching plantation that is part of your own region (marked with one of your workers).
- By starting a new region of plantations adjacent to the road leading from a Finca. (On every Finca there are 4 roads where new regions may be started.)



Workers mark your own regions

When you begin a new plantation region, take the right-most worker from your player mat and place it onto the newly placed plantation. If you are expanding one of your regions, no further workers are necessary.

Harvested regions are neutral

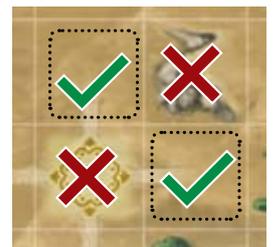
When a plantation region is harvested, the worker from that region is removed. Plantation regions without workers are neutral and do not belong to anyone.

Building Rules:

When building plantations, you must observe the following rules:

Rocks and construction sites are off limits

You may only build plantations on open spaces or spaces where landscape tiles are placed. You may not build plantations on spaces with rocks or building sites for Fincas.



On every road, a different color

Each road leading from a Finca (as well as from a building site) must have a different colored plantation. (See image: Since there is already a lemon plantation next to the road on the right, an additional lemon plantation may not be built next to the upper road).

NOTE: For the family variant, this rule does not apply.



Merging with your own regions or neutral ones

Plantation regions of the same color owned by different players cannot be adjacent to each other.

Merging: You may, however, merge plantation regions of the same color under the following circumstances:

- You may build a plantation that joins two of your own plantation regions of the same color. Return one of the workers immediately to your player mat (the left-most free space on your player mat).
- You may build a plantation that connects one of your regions to a neutral region of the same color, provided that your region is at least as large (number of tiles) as the neutral region before the merger. If the neutral region is larger merging is off-limits.



While building plantation tiles, different events may occur which are described below:

Taking landscape tiles:

Landscape tiles award points and allow special actions

- If you build a plantation tile on a space which is occupied by a landscape tile, you take that tile and place it in front of you.
- If it is a Wild Horses tile, place it face-down. One bonus point for each horse on the tile will be added to your score at the end of the game.
- If it is an action tile, place it face-up. Action tiles allow special actions that can be performed at any time during your turn. An action tile can also be used during the turn in which it is obtained.

The specific actions of individual tiles are explained at the end of the game rules.

Scoring a Finca:

Scoring as soon as a Finca is circled

If, at the end of a turn, all 8 spaces around a Finca (including diagonally adjacent) are occupied (by plantations, landscape tiles or rocks), that Finca is scored.

Count the Plantations

Now determine who has the largest total of plantations in regions adjacent (also diagonally) to that Finca. The size of each region is the number of plantation tiles in that region. If a player has several plantation regions adjacent to the Finca, the plantations of each of those regions are added together.

Points for the most and second-most

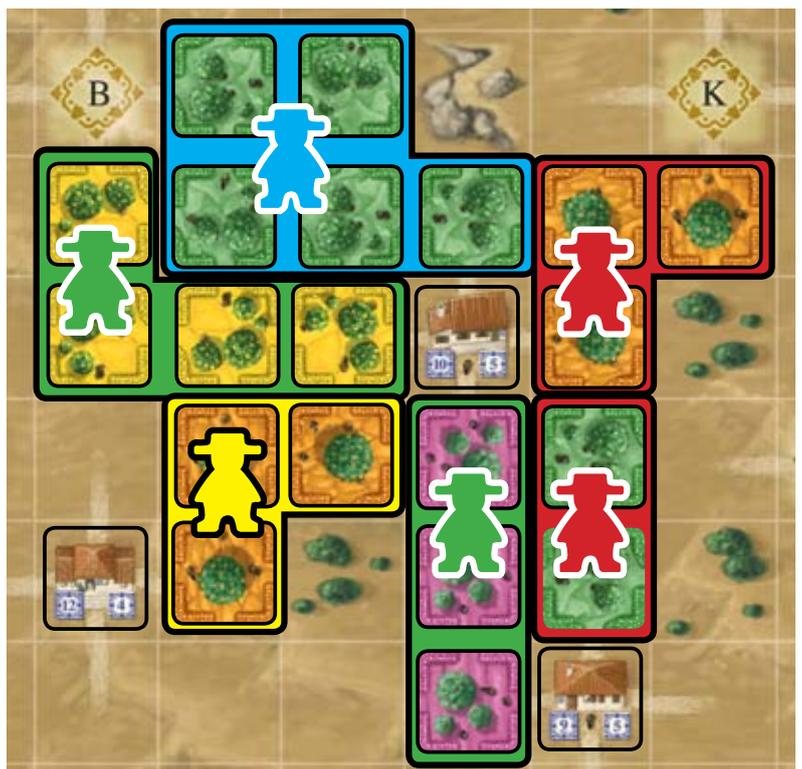
The player with the most plantations is awarded the higher value of points given on the Finca tile. He moves his worker on the scoring track that number of spaces forward. The player with the second most number of plantations receives the lower value of points. All other players receive nothing.

Same points if players are tied

- If several players are tied for the most plantations, all of these players receive the full number of points for 1st place and no players receive points for 2nd place. If there are several players who have the second-most number of plantations, each of them receive the full number of points for 2nd place.
- If there is only one player left with regions adjacent to a Finca when it is scored, he only receives the points for 1st place.

Then flip the Finca tile face-down to indicate that it has been scored.

Example: **Klemens** has a region of 5 lime plantations, **Stefan** has 2 lime and 3 orange, **Anja** has 3 orange, **Andrea** has 4 lemon and 3 grapefruit. Andrea (7 in total plantation tiles) scores 10 points, Klemens and Stefan (both 5) receive 5 points each.



New Finca and refill the market:

3 plantation tiles or fewer

If, after you take plantations from the market, there are 3 or fewer plantations remaining there, you must immediately build a new Finca. Draw the top finca tile from the stack, choose one of the 3 building site tiles on the game board, and replace the tile with the new Finca. Remove the building site tile from the game and draw a new one from the stack, adding it to its matching space on the game board (same character).

First the Finca, then build plantations, then refill the market

- After placing the Finca, build your newly purchased plantations on the game board, following the building rules. You may now, however, begin new regions adjacent to the roads of the new Finca.
- Then refill the plantation market by drawing tiles from the cloth bag and placing them on the free spaces in the market in the order of the numbers on those spaces until all 12 spots are filled.
- If there are not enough tiles left in the bag, the market is not completely filled.

Action: Harvest

Instead of building, you may harvest one or more of your plantation regions, as long as you possess at least one on the board. Harvesting plantations awards you with points and income.

Scoring points for plantations

- For each plantation tile harvested, you receive 1 point. For each plantation tile with a well, you receive 2 points.
- After scoring a region of plantations, you take the worker from that region and place it back in the left-most free space on your player mat.

Harvested plantations remain on the board. They belong to no one and are considered neutral. No player may add plantations to a neutral region.

Example: Klemens harvests his region of 6 orange plantations, 2 of which have a well. He earns 8 points and his worker comes back to his player mat.

- The points are recorded using the worker on the scoring track.



The more workers, the more income

- Then you receive your income. The income depends on the number of workers on your player mat. If 1 worker is there after harvesting, you receive 2 coins, if there are two workers, you get 4 coins, with 3 workers you receive 6 coins, for 4 workers 7 coins, and with 5 workers 8 coins.

Example: After harvesting, Klemens has 3 workers on his player mat. He receives 6 coins income

- Move your marker on the money track forward the appropriate number of spaces to record your income. The maximum amount of money you can have is 12 coins. If you receive income that would exceed this limit, keep the marker on "12" and the rest of the income is forfeited.



End of the game:

The game ends when all the plantation tiles have been built

Final score

All Fincas are scored

All Fincas which have not been encircled are now scored. This time, however, only the player with the most plantations in regions adjacent (also diagonally) to the Finca receives points, and he receives the smaller number (what the 2nd place player would receive during the game). No points are awarded for the second-most plantations and for all other players. If there is a tie for the most, then all of those players receive the full number of these points.

All plantations are scored

- Afterwards, all plantations that still have workers are harvested for points.

Points for landscape tiles

- Finally, each player adds points to his score from his landscape tiles. **Wild Horses** are worth 1 point per horse, and each action tile that was **not** used is worth 1 point.
- All points are marked on the scoring track.
The player whose worker is farthest on the track wins. In case of a tie multiple players may win.

Landscape tiles:



Wild Horses (4x2, 4x3, 4x4)

Tiles with wild horses are placed face-down in front of you. At the end of the game, the points shown on the tile are added to your final score.

Action tiles

- Action tiles are placed face-up in front of you. They can be played at any time during the game when it is your turn. Action tiles may be used at any time during your turn (for example, before, during or after building plantation tiles). You can collect and use any number of action tiles during a single turn.
- You lose the tile once you have used the action (with the exception of the bull, the used tile is removed from the game).
- If you have unused action tiles at the end of the game, each is worth 1 point for your final score.



Money (2x2, 2x3)

Immediately add the amount of coins shown to your money track. If that money would bring your total to more than 12 coins, the excess money is forfeited.



Cart (4x)

Take any one plantation from the market for free and build it immediately.



Bull (4x)

The bull can be placed on any unoccupied space (not on a rock or another landscape tile).

You can use the bull to trigger a Finca scoring if the other adjacent fields are already occupied.

After a bull is placed by a player, he can be taken again when a plantation is built on his new location.

The Bulls are the only landscape tiles that remain in the game after they are used.



Bridge (4x)

You may build a plantation over a rock space or a neutral plantation. When building over a neutral plantation, it cannot be part of a larger neutral region, or your plantation must be of a different color (you must still follow the normal building rules).



Milestone (2x)

Build a Finca. Draw a Finca tile from the stack and build it onto one of the possible building sites. Then fill the plantation market and draw a new building site tile and place it on the correct space on the board.

Variants:

1) Shorter game

- For the short version of the game, fewer plantation tiles are needed. From each color remove a total of 5 tiles (3 without wells and 2 with wells).
- Use 3 Fincas at the beginning (instead of 4) on building sites A, B and C.
- Remove the building site tiles A, B and C, as well as L, M, N and O from the game.
- In the short version of the game, some Fincas are built on the edge of the board. These Fincas are scored when the surrounding 5 spaces on the board are occupied.

2) Family game

For the family version of the game, the 2nd building rule is omitted, that is, each road from a Finca does **not** need to have a plantation of a different color. This simplifies building and the game will be easier for younger players to grasp.

3) Random starting building sites

- Instead of the starting Fincas on building sites A-D, random starting positions can be selected. For this purpose, all 15 building site tiles are shuffled face down. The top four are drawn and the starting Fincas are placed on the corresponding building sites.
- (Another option is to build only 3 starting Fincas instead of 4, thereby limiting the building possibilities even further.)

Note: Theoretically, it is conceivable that a player is unable to perform any action, when all his plantations are harvested and there are no plantations available for him to build. This case has not occurred in numerous playtests, but should it happen, the player simply passes. If the game is blocked and no other player can take a turn, a new Finca is added to the game board according to the rules (see "New Finca and refill the market").



The Designer: Jeffrey D. Allers

His Motto: "The architecture of play is an inescapable art." After working as an architect in Berlin for several years, friends introduced him to "German boardgames" and he was immediately hooked. Later he was invited to a regular gaming group that included published designers, and he was inspired to prototype his own ideas and bring them there for playtesting. He has since published 9 games. He also contributes a regular column for OpinionatedGamers.com entitled "Postcards From Berlin" in which he writes about his experiences as an American gamer in Berlin. Jeff is 43 years old and lives with his family in Berlin.

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