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1.0 INTRODUCTION

In *¡No Siesta!*, 1-4 players manage small farms around the Alpich pond near the village of Esporles on Majorca. Players will expand their farms, bring goods to the market, and deliver goods.

¡No Siesta! is a game that encourages players to seize potential opportunities while taking risks. To win, a player will need to make wise decisions how best to utilize the unpredictable results of each die roll, while keeping in mind what the other players are working towards.

2.0 COMPONENTS

¡No Siesta! contains the following components:
• 9 dice
• 1 pad of player tally sheets
• 1 pad of score sheets
• 4 pencils
• 32 wooden disks (8 in each player color)
• 24 roof tiles
• 36 helper tiles (6 in each player color and 12 grey tiles)
• 1 "Siesta Track" board

- 1 "The Esporles Market" board
- 4 revenue boards (in the player colors)
- 1 start player "pig" meeple
- 1 sticker sheet for the dice
- this rulebook

The dice

All 9 dice feature the same set of symbols: olive & grain, grapes, pig, donkey, hat, and silver. From now on, the dice rolls are called revenue.
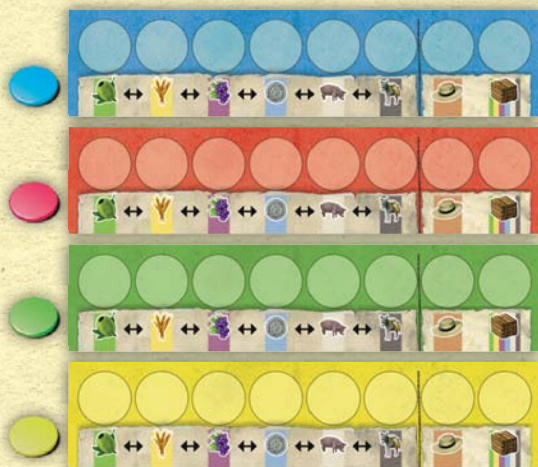
Player tally sheets and pencils

Players track their current game progress on the tally sheets using a pencil.

Player revenue boards and marker discs

Players receive revenue from the dice. Players mark the revenue on their revenue board using their player discs.

The roof tiles

Players place roof tiles on the barns on their tally sheets. The roof tiles offer varying bonuses.

The helper tiles

Players hire helpers that will bring the player benefits for the remainder of the game.

The Siesta Track board

Players advance their marker discs on the Siesta Track. The front is used in a game with 2-4 players. Flip the board to the reverse side for a solitaire game.

for 2-4 players   **for solitaire game**

The Esporles Market board

Players mark locations on the Esporles Market board to obtain additional victory points at the end of the game. The front is used in a game with 2-4 players. Flip the board to the reverse side for a solitaire game.

for 2-4 players   **for solitaire game**

The start player meeple

The start player gets the start player "pig" meeple.

Player				
Roofs				
Helper				
Long-distance trade				
Warehouse/ stable				
Market barrow				
Siesta Track				
Market				
Total				

Score sheets

Players may use a score sheet at the end of the game to sum the scores for each player.

3.0 GOAL OF THE GAME

Throughout the game, players will expand their farms and deliver goods to both the local market and foreign markets over several rounds, earning the players victory points.

To succeed, players will need to account for the actions available to their opponents, adapt to the vagaries of the dice, and respond quickly to game situations. The player with the most victory points at the end of the game is declared the winner.

Rules for the Advanced game and the Solitaire variant may be found at the end of this rulebook.

4.0 SET UP

❶ Place the Esporles Market board and the Siesta Track board with the 2-4 player side face up in the middle of the table.

❷ Give each player the following:
   a. A revenue board and 8 discs of his color
   b. A player tally sheet which should be placed below their revenue board
   c. A pencil
   d. The six helper tiles of the player's color placed face up adjacent to the tally sheet.

❸ Each player keeps 4 of their discs in their stock. One disc from each player is placed on the first space on the Siesta Track. The remaining three discs for each player are placed in a common pool next to the Esporles Market board.

❹ Shuffle the roof tiles and place them face down in a stack next to the Esporles Market board.

❺ Randomly determine the start player and give that player the start player "pig" meeple.

6 Give the start player the appropriate number of dice using the chart below.

Number of players	2	3	4
Number of dice	5	7	9

7 Return any extra dice, player discs, player helper tiles, and player revenue boards to the box. It is recommended that players play the first game or two without the 12 grey helper tiles - return them to the box if playing a standard game. See "8.0 The Game for Experienced Farmers" on page 22 if using the grey helper tiles.

5.0 SEQUENCE OF PLAY

¡No Siesta! is played over multiple rounds. Each round, all players simultaneously conduct three phases in the following order:

   I.   **Dice Phase**
  II. **Scoring Phase**
 III. **End of the Round**

I. Dice Phase

In the dice phase, players receive revenue which they record on their revenue board. Do not mark this revenue on the tally sheet at this time. This happens only in the subsequent scoring phase.

The start player rolls all the dice and places them in the center of the playing area.

Beginning with the start player and proceeding clockwise, each player selects one die, placing it next to the appropriate revenue above his revenue board. Immediately mark the revenue on the player revenue board with a player disc.

The start player then rerolls the remaining dice, and players again take turns selecting one die and marking it on their player revenue board.

Finally, the start player rerolls the remaining die. All players mark this revenue on their respective revenue board.

Players have 4 discs available at the start of the game to mark revenue. This number may change during the course of the game.

Revenues are distinguished as follows:

- Harvest goods 🥬 🌿 🍇
- Animals 🐖 🐴
- Hat 👒
- Silver ⚪

If a player chooses a die with olive & grain, he may place a disc on both harvest goods on his revenue board.

A player may choose to forgo a revenue (even if he owns enough discs), but this choice must be made at the time he chooses a die - players may not retroactively mark revenue on their revenue board. If a player has insufficient discs to mark a revenue, he must forgo a part or all of the revenue.

Example: Marion has taken two dice and has accordingly marked a pig and a hat on her revenue board. She only has a single disc left for the third die. The cube shows olive & grain, so she must now choose between olive and grain.

2 Player Variant: "The Original *La Granja*"
The start player rolls the dice only once at the beginning of the dice phase. The two players select their dice as described above.

II. Scoring Phase

In the scoring phase, players record their revenue on their tally sheets to advance in different areas to obtain victory points and special abilities.

Beginning with the start player, players conduct the scoring phase in turn order. (If all players are familiar with the game, the scoring phase may be performed simultaneously to minimize down time.)

The tally sheet and the Siesta Track board contain six different areas, each following its own requirements for advancing. A player may choose which area to apply each revenue received during the

dice phase. He may mark all revenue in a single area or distribute it among different areas, as long as he adheres to the special rules for each area.

After a player marks a revenue on his tally sheet, he removes the corresponding disc from his revenue board and returns it to his stock. This disc is available for immediate use.

■ Commodities: When a player completes certain areas on his tally sheet, the player receives commodities as a bonus. Whenever he obtains a commodity in this way, a player places a disc from his pool on the commodity area of his revenue board. A player may spend one or more commodities at any time during the scoring phase in order to mark any revenue type on his tally sheet with the exception of hats.

A player may have multiple commodities during the scoring phase as long as he has enough discs in his pool. If a player receives a commodity and has no disc left, he will either have to use the commodity immediately or forgo it. A player may keep at most one commodity at the end of the scoring phase for use in the next round, returning the excess to his stock.

A player may mark the following areas on his tally sheet. Hats may also be used on the Siesta Track.

Ⓐ **Barn Roof**
Ⓑ **Helper**
Ⓒ **Long-Distance Trade**
Ⓓ **Carts**
Ⓔ **Warehouse & Stable**
Ⓕ **Siesta Track Board**

Ⓐ Barn Roof

The barn is located in the top left of the tally sheet. A player builds his barn roof by covering the six sections with roof tiles. The sections must be filled from left to right.

The player needs a silver 🪙, to cross off each circle in section. Once a player crosses off all circles in a section, he draws a tile (face down) from the pool and places it face up on the section.

A player receives a one-time bonus for each roof tile – see the glossary on page 19. He will receive the victory points indicated below each covered section during end game scoring.

After a player chooses to use the one-time bonus awarded by a roof tile, he must flip it to the reverse side. If the roof tile awards extra victory points, the player leaves it face up until the end of the game and includes these points during end game scoring.

Example: Marion has crossed off both circles in the first section of her barn and placed a roof tile accordingly. She receives 2 grapes as a bonus, which she may use in a scoring phase.
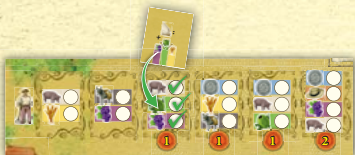

Ⓑ Helper

The Helper tile spaces are located below the barn. Players may mark revenue circles on the tally sheet in this area in any order.

If a player has marked all the revenue circles within a helper space, he hires a helper at the end of the game round, providing him permanent benefits in subsequent game rounds. See the glossary starting on page 20 for a description of each helper benefit. A player will receive the victory point(s) indicated below the four helper spaces to the right during end game scoring if they have hired that helper.

Example: Marion has crossed off the three circles in the third space and hires a helper. She places the helper on the space and may use his ability from the next round on.

© Long-Distance Trade

The space for long-distance trade, where a player may prepare larger revenue deliveries, is located to the right of the barn and helper area. Players may complete sections in this area on the tally sheet in any order, but must be able to supply all three goods at once for the section order to mark off the revenue circle. A player may only fulfill one long-distance trade in a scoring phase.

If a player has collected all three revenues in the same phase required for a space, he marks the entire box and receives a commodity as a reward, which he marks on his revenue board with a disc.

The player receives 2 victory points for each completed long-distance delivery during end game scoring.

Example: Marion has three olives and marks the appropriate long-distance trade space. She receives a commodity and records this by placing a disc on her revenue board.
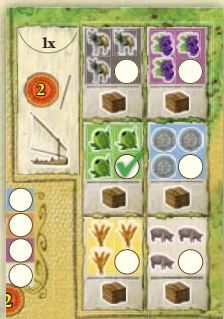
❹ Carts

The carts are located in the bottom right. The carts display
a combination of revenues the player must deliver for each cart.
A player may serve all three carts, but must complete the revenues for
each cart in order from left to right. (The arrows between the carts are
a reminder for the correct order of revenues.)

The player must also supply the required number of donkeys for
a given cart to score the cart, and may supply them "in between"
delivering the revenues.

The player may deliver revenues and supply donkeys for a cart over
several turns, and does not have to do this in a single scoring phase.

Example: Marion has marked the first four revenues in the cart in prior turns. This turn she marks one donkey in front of the cart. Later she loads the other revenues onto the cart and scores the cart.

When a player fills a cart completely and hitches donkeys to it, he
receives a commodity, which he marks on his revenue board. He
may now place a disc from his pool on the Esporles Market board.
This board shows six different bonus scores for the final tally. The
player places his disc in the box of his choice; he now has one less
disc available for the remainder of the game and may no longer
use this disk to mark revenue.
Each space on the market may hold a number of discs equaling
the number of players minus one. A player may place only one
disc per box.

Example: In a 3-person game, only 2 players may choose the same space on the market.

The first player to complete a cart (including any donkeys) circles the larger victory point value to the right of the cart. The other players cross off this number and receive the lower victory point value if they score the cart in a later scoring phase. These victory points will be awarded during end game scoring.

In the rare case several players score the same cart during the same scoring phase, the player who has advanced furthest on the Siesta Track receives the higher victory point value. If players are also tied on the Siesta Track, those players will both receive the higher victory point value.

Example: Marion is the first to complete the upper market cart. She scores the cart and marks the 5 victory points. She then places one of her discs on a scoring space on the Esporles Market board. All other players must cross off the 5 victory points – if they complete it later, they will only receive the lower value.

❸ Warehouse & Stable

The warehouse and stable is located in the bottom left. The player marks all revenue that he could not or did not want to use for the other areas. These revenue circles must be filled in from left to

right. Players will receive victory
points for stored revenues during
end game scoring.

*Example: Marion is left with an
olive and a pig that she cannot
use. She marks the relevant circles
in the warehouse and stable in
order to obtain some victory points
during end game scoring.*

F Siesta Track Board

The Siesta Track board is located in the middle of the table.
A player advances his disc one space on the Siesta Track for every
hat he uses from his revenue board.

A disc icon is located next to several spaces on the
track. If a player reaches or advances beyond such
a space, he receives a disc from the general pool and
places it in his stock.

When a player reaches the final space of the Siesta Track, the game
will end at the end of the round (players still complete the current
scoring and end of a round phases).

*Example: Marion advances her disc to
the second space of the Siesta Track. She
receives a disc from the general pool.*

III. End of a Round

If all players have completed the scoring
phase, players perform the following three
steps.

1 **Hire helpers:** If a player has completed a helper space during the scoring phase, he now chooses one of his helper tiles and places it on the recently completed space. Beginning with the next round, he may use the benefit of the new helper for the remainder of the game - see the glossary starting on page 20.

2 **Write off revenue :** With the exception of one commodity, players may not store any revenue for later rounds on their revenue board. Players must use all marked revenue either during the scoring phase or remove any remaining discs without compensation from the revenue board.

3 **New start player:** The current start player passes the start player "pig" meeple and the dice to the next player in clockwise direction. Players then begin the next round.

6.0 END OF GAME SCORING

¡No Siesta! ends the round in which a player reaches the last box on the Siesta Track. Players now perform end game scoring.

Each player records his victory points on the score sheet as follows:
- 1-3 victory points for each roof tile on the barn, plus any bonus points if applicable.
- 1-2 victory points for each helper tile on the four right spaces
- 2 victory points for each completed long-distance trade
- 1 victory point for each set of three unique harvest goods in the warehouse
- 1 victory point for each set of two unique animals in the stable.
- Victory points for completed carts
- 1 victory point for each space reached on the Siesta Track
- Victory points from the spaces on the Esporles Market board

The player with the most victory points wins *¡No siesta!*. In the event of a tie, the player furthest on the Siesta Track wins the tie. If the players are also tied on the Siesta Track, another game must be played to determine the winner.

Example: Marion records the victory points from the tally sheet, the Siesta Track, and the Esporles Market board. She finishes the game with 38 victory points.

Player	MARION			
Roofs	3			
Helper	3			
Long-distance trade	4			
Warehouse/ stable	6			
Market barrow	10			
Siesta Track	8			
Market	4			
Total	38			

7.0 GLOSSARY

Roof tiles

The 24 roof tiles have different bonuses. A player may use any bonus once in a game and must then flip the roof tile.

Bonus revenue: A player takes the depicted revenue, which he may then use on the tally sheet during a scoring phase in any area(s). The player does not mark this bonus revenue on his revenue board. He may combine them with revenue and use them as needed during the same turn..

Example: Marion has a roof tile with two grapes. She uses the bonus to fulfill the long-distance trade for grapes along with a grape from her revenue board. She then flips the roof tile.

Later Marion obtains a roof tile with two pigs. She uses it for the lower market cart and marks a pig, then a silver (taken from her revenue board), and then the second pig.

Change revenue: A player may either move two discs one space or one disc up to two spaces on his revenue board as long as the spaces are connected by arrows.

Victory point: A player earns 1 victory point during end game scoring.

The helpers

Each player receives a set of 6 helper tiles. A player may use the benefits of the hired helpers (during the respective phases) through the end of the game.

Roof selection: Each time the player draws a roof tile, he may draw two roof tiles and choose which one to keep. He reshuffles the unchosen tile in with the remaining face-down roof tiles.

Change revenue: A player may move one disc one space on his revenue board each scoring phase as long as these spaces are connected with arrows. A player may not obtain hats or commodities in this manner.

Long-distance trade: Each time a player fulfills a long-distance trade, he may choose one harvest good free of charge. He must use it in the current scoring phase on the tally sheet and may not mark it with a disc on his revenue board.

Warehouse & stable: Each time a player has marked a combination of three different harvest goods in the warehouse or marked two different animals in the stable, he earns 1 silver to be used during the current scoring phase on the tally sheet. He may not use a disc to mark it on the revenue board. The player can mark the revenues over several game turns and does not have to do this in a single scoring phase.
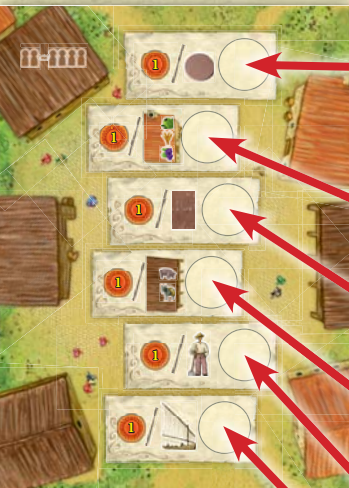
Carts: The player is no longer required to mark donkeys to complete a cart. The helper now pulls the carts to the market.

Siesta: The player may use a commodity as a hat once per scoring phase.

The Esporles Market

There are six scoring spaces on the Esporles Market board. If a player has a disc on a scoring space at the end of the game, he receives victory points as follows.

The player receives 1 victory point for each disc in his play area (but not for discs on the Esporles Market board or another player's board).

The player receives 1 victory point for each set of three unique harvest goods in the warehouse.

The player receives 1 victory point for each roof tile on his barn.

The player receives 1 victory point for each set of two unique animals in the stable.

The player receives 1 victory point for each hired helper.

The player receives 1 victory point for each completed long-distance trade.

8.0 THE GAME FOR EXPERIENCED FARMERS

The following changes are recommended for experienced players to provide players with additional challenges and interaction. The standard rules apply with the following exceptions:

Set Up

Players do not get their own sets of helper tiles. Instead, they place two sets of 6 helper tiles as well as the 12 gray helper tiles face up in the middle of the table for a 3 or 4 player game. This provides players a choice from a total of 24 tiles with 12 different skills.

For a 2 player game, players place one set of 6 helper tiles and one set of 6 different gray helper tiles face up in the middle of the table. This provides players a choice from a total of 12 tiles with 12 different skills.

End of a game round

When a player takes a helper tile, he selects one from the middle of the table and places it on his scoring sheet. It is available for use at the beginning of the next round.

If several players may take a helper, players choose helpers in order of whomever is further along the Siesta Track. Tie breaker is turn order.

¡No Siesta!

The 12 gray helpers

Roofing costs: The player pays 1 less silver for a roof tile.

Long-distance trade: The player receives a hat when he fulfills a long-distance trade. This hat must be used during the same scoring phase the trade was completed. It may not be marked with a disc on the revenue board.

Helpers: The player may copy another player's helper. The player places one of his discs on the copied helper and may use its ability beginning with the following round. A player may not change the helper he has copied at a later time. The disc remains on the other player's helper until the end of the game.

**Carts:** The player may ignore the revenue order for his carts.

Siesta or work: The player may use a donkey as a hat or a hat as a donkey once per scoring phase.

Warehouse and stable: The player may exchange a donkey from the revenue board for the right to move two harvest goods from the warehouse or animals from the stable once per scoring phase. The player circles the market circles on

his tally sheet as a sign that he has removed the goods or animals. He must immediately use them in other areas on his tally sheet. These spots are permanently lost to the player for the remainder of the game, and they are not used for any end game scoring.

Example: Marion uses two olives from her warehouse to load the medium-sized cart.
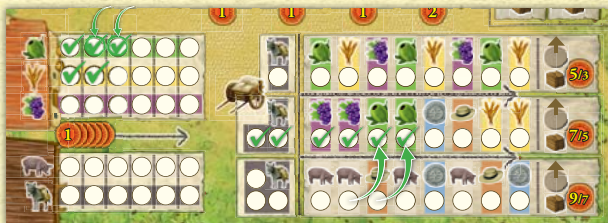
9.0 THE SOLITAIRE GAME

¡No Siesta! may be played as a solitaire game. The standard rules apply with the following exceptions:

Set Up

Take 7 dice and place them in the middle of the table. Return the rest of the dice to the box.

Set aside 4 discs of a different player color for the neutral player.

Flip the Siesta Track board to the side for the solitaire game and place it above the player's tally sheet. Next to the Siesta Track, the board shows two areas for dice and several additional symbols. The player places one of his discs and one disc from the neutral player on the starting space of the Siesta Track.

Flip the Esporles Market board to the side for the solitaire game.

Shuffle the 24 roof tiles and place six of them face down to the left of the Siesta Track. Place the remaining 18 roof tiles face down above the Siesta Track in a draw pile.

draw stack

upper dice space

area for available roof tiles

lower dice space

tiles for one of the helpers

+1

Finally, determine a cart which the neutral player already filled at the start of the game. Roll a die and cross off the higher victory point value of the following cart:

🥬, ✋, 🌾 : The 5 victory points of the top cart.

🐖, ⚪ : The 7 victory points of the middle cart.

🐄, 🟫 : The 9 victory points of the bottom cart.

Additionally, place a disc of the neutral player on the scoring space of the Esporles Market matching the rolled symbol of the die.

Game Overview

The solitaire game play is similar to the multi-player game. The first space on the Siesta Track contains both the player disc and the neutral player disc. Under normal circumstances, the neutral player disc moves one space each round. The player may take actions that affect the movement of the neutral player disc on the Siesta Track. If the neutral player's disc reaches certain spaces it will trigger an event.

The solitaire game can end in one of 2 ways: Either one of the 2 discs reach the last space of the Siesta Track or the player draws the last roof tile from the stock pile. The solitaire game lasts for a maximum of 18 rounds.

Game play

The player performs the following steps during his turn:

I. Roof tiles: At the beginning of a round, draw the top roof tile from the draw pile and place it face down next to the Siesta Track next to any previously drawn roof tiles. This acts as the game timer and prevents the game from exceeding 18 rounds.

II. Dice phase: In the first round, set aside two of the dice and roll the remaining five dice.

Select a die for the player's revenue board. Select a second die and place it to the right of the lower die space on the Siesta Track board.

Reroll the remaining three dice and choose a die for the player's revenue board. Choose a second die and place it with the other die on the Siesta Track board.

Reroll the final die and place it on the player's revenue board.

III. Scoring phase: No changes from the multiplayer game.

IV. End of the round:

• Check to see if either of the two dice in the dice box has a hat. If not, the player moves the disc of the neutral player one space on the Siesta Track. If the neutral player reaches a special space on the track, he immediately performs the indicated event:

◦ **Carts:** During set up, the neutral player already finished his first cart. When reaching the first cart space, the neutral player finishes his second cart. When reaching the second cart space, he finishes his third cart. This is always the topmost cart on the tally sheet, which the neutral player did not finish until that moment. If the player has not yet completed the appropriate cart at this time, he must cross off the greater number of victory points and may only earn the lower number of victory points. Then roll one of the unused dice from the box. The result shows which scoring space on the Esporles Market board the neutral player's disc will be placed on. If the scoring space is already occupied, reroll the die until a free space is rolled. These spaces are no longer available as they are blocked by the neutral player. If a player has placed all three of his discs on scoring spaces, he does not need to roll a die for the neutral player.

◦ Check if the neutral player's disc has reached the last space of the Siesta Track. If so, the game ends immediately.

• Move the two dice that are sitting next to the dice space of the current round to the right of the upper dice space. The two dice sitting here will have an impact in future rounds.

Additional Rules
from the Second Round Onwards

At the beginning of the second round, roll the remaining five dice. The two dice sitting on the upper dice space on the Siesta Track board are not re-rolled.

If the player chooses a die with a symbol that matches one of the dice on the top dice space, advance the neutral player's disc one space on the Siesta Track. If it reaches a space that triggers an event, execute the corresponding event immediately.

At the end of the round, retrieve the dice from the right of the top dice space and then move the two dice next to the lower dice space up to the right of the top dice space.

If the player takes a roof tile, he may draw one of the face-down roof tiles to the right of the Siesta Track. If there are not enough roof tiles, he must wait until the next round when a new one is drawn.
If the player hires the helper that allows him to draw two roof tiles and to keep one, he pulls the second roof tile from the small pool to the left of the Siesta Track. The roof tile that is discarded is removed from the game and returned to the box.

End of the Game and Final Scoring

The game ends at the end of the round where one of the two discs reaches the last space of the Siesta Track or when the player places the last roof tile next to the Siesta Track board.

End game scoring is the same as the multiplayer game with the following exception:

The player receives victory points from the Siesta Track only if his disc has reached the last space of the Siesta Track ahead of the neutral player's disc. The player earns victory points equal to the number of spaces he is ahead of the neutral player on the Siesta Track. If the disc of the neutral player is ahead of the player's disc, he must subtract victory points from his score equal to the number of spaces he is behind the neutral player on the Siesta Track!

The solo player can judge his success according to the table below:

20 points or less	*Practice, practice, practice...*
21-30 points	*This is not enough to survive as a farmer on Majorca*
31-40 points	*People start to take you seriously*
41-50 points	*You have the potential to be a farmer*
51-59 points	*You can make a living as a farmer on Majorca*
60 points or more	*Congratulations! The estate of "**La Granja**" is now yours!*

The basic idea behind the development of *¡No siesta!* was the desire to reimplement the dice mechanic of *La Granja* (Spielworxx 2014) in a simpler game while maintaining the feel of *La Granja*. I give special thanks to my wife Claudia and to my many playtesters for their support - especially the tireless Julius Kündiger for his great help through many rounds of testing. I also owe much gratitude to my *La Granja* coauthor Michael Keller, who provided a lot of help and advice.