

SANTIAGO

The River of Money determines the Course of the Canals
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This translation is unofficial, but has been proofread by Roman Pelek.

Players: 3 to 5
Ages: from 10 years
Duration: about 60 minutes

Game Idea

Some kilometers west of the African mainland lies the Cape Verde Island of Santiago. The climate is hot, and every drop of water is precious. Every player buys at auction certain plantations (potatoes, beans, paprika, bananas, and sugar cane) and tries to connect these to others in order to unite and enlarge their holdings. Plantations must quickly be connected to the canal irrigation system so that they do not dry up completely and fail to produce any yield. Bribes to the Canal Overseer are necessary, in order to insure that the canal system connects to your own plantations. The sooner that a plantation is irrigated and is connected to other plantations of the same type, the more yield – and thus the more money – will be gained at the end of the game. The one who wins will be the one who most skillfully acquires plantations, irrigates them, and connects them to lucrative plantations of the same type.

Game Materials

150 Banknotes (in the values of 1, 2, 5, 20 and 50 Escudos)
110 Crop Markers (22 each of white, beige, grey, black, and violet)
45 Plantation Tiles (9 each of banana, sugar cane, potatoes, beans, and paprika – 3 with 1 planter and 6 with 2 planters on the top left)
15 Blue Canals
5 Canals for suggestions (1 each in the 5 game colors)
1 Spring
1 Game Board
1 Canal Overseer figure
3 Palm Trees (only for the variant game)

Game Preparation

The game board is placed on the middle of the table. The spring is placed on any **intersection** of the thick brown lines (which represent ditches).

Note: It is possible to place the spring on a corner or on the edge of the board, but this is not recommended for the first game as water will become scarce very quickly. With increased player experience this variant can be played, wherein the players must deal with the quickly developing water shortage.

With 3 or 4 players, 11 of the blue canals are placed beside the game board (with 5 players only 9 canals). Each player receives one of the remaining blue canals, to be used as an **extra canal**. Unneeded blue canals are returned to the box and are not used any further in the game.

The 45 plantation tiles are placed face down and thoroughly mixed.

- With 3 or 4 players, one of the plantation tiles is revealed and returned to the box, it is no longer used in the game. The remaining 44 tiles are placed into 4 face-down stacks of 11 tiles each. These 4 stacks are placed beside the game board.
- With 5 players, the 45 tiles are placed into 5 face-down stacks of 9 tiles each. These 5 stacks are placed beside the game board.

Each player selects a color and receives the corresponding 22 crop markers as well as the suggestion canal of the same color. Unneeded crop markers and suggestion canals are returned to the box and are not used any further in the game.

Each player receives 10 Escudos. The player's money should be kept hidden during the game, or at least kept in a stack. The remaining money is sorted by value and placed, as a **bank**, beside the game board. Money exchanges with the bank are permitted at any time. A player is selected to go first. This player receives the Canal Overseer figure.

Sample Game Setup for 4 Players:

11 canals (= stock)
Money (bank)
Chris
Bernd
Dagmar
Anika (receives the Canal Overseer figure)
Four face-down stacks with 11 plantation tiles in each
Spring on an intersection point of the ditch lines

Important Things about Canals and Plantations

Before explaining the gameplay, some important things about canals and plantations must be noted – if these are read attentively there shouldn't be any problem in understanding the gameplay. The specific sequence of the individual actions is described in the section entitled "Gameplay" (page 4).

In the course of the game an **interconnected** network of canals is developed. The first canal must begin at the spring. Canals must be placed only on the ditches (thick brown lines) and never on the thin lines (these serve merely as separators for the individual plantation tiles). During the game the canal network will branch out from the source.

Note: Every canal must be placed **between two points of intersection** of the brown ditch lines.

Example of the development of the canal network during the game:

Canal 1 may not be placed on the left border because it is not connected to the already existing canal network. Canal 2 may not be placed as shown, because it does not connect two points of intersections of the brown ditch lines.

Note: The accompanying illustration is provided only to clarify how canal networks can be developed. During the game canals and plantations are always developed in parallel – piece for piece. The plantation tiles have been purposely omitted in the illustration.

In each round of the game the players purchase plantation tiles at auction. During that **same round** these plantation tiles must be placed on empty squares on the game board.

However, it is not required that a plantation tile be placed adjacent to other plantation tiles or to the canal network (even though most of the time this would be the reasonable thing to do).

Either 1 or 2 planter symbols are shown in the upper left hand corner of each plantation tile. Whenever a player places a plantation tile that shows one planter, he must immediately place one of his crop markers on it. If two planters are shown on the tile, then two crop markers must be placed on it. There can never be more than two crop markers on a plantation tile – though it is possible to place one crop marker less than the number of planters shown (this occurs in the special case when a player has passed in the auction round, more about this later).

Example of placing Crop markers on Plantations:

Anika has placed a potato plantation tile. Since the tile shows only one planter, she places one of her violet crop markers on it. Chris has placed a banana plantation tile that shows only one planter, so he places one of his black crop markers on it. Dagmar (grey) and Bernd (beige) have each placed a paprika plantation tile with two planters, and so they each place two of their crop markers.

Tip: Always place the crop markers on the plantation tiles in such a way so that they cover the planter symbols.

All plantation tiles that border a canal on at least one side are considered to be irrigated for the rest of the game. At the end of each round **one crop marker** is taken away from each plantation tile that **does not border a canal**. The crop marker is returned to the box. If it becomes necessary to remove a crop marker from a plantation tile that has no crop markers remaining on it, then the plantation tile is turned over to the **desert side** and may not be cultivated for the rest of the game.

At the end of a game round Dagmar's (grey) paprika plantation tile is not irrigated. Dagmar must remove one of her crop markers from the plantation tile and return it to the box.

All plantation tiles of the **same type** that are orthogonally adjacent to one another (vertically or horizontally, but not diagonally) are considered to be connected to form one large plantation. Within one large plantation area there may be crop markers of many different colors. Canals that pass through a large plantation area do not divide it into separate parts.

Tip: Each player should try to increase the size of and to irrigate the large plantations in which he has many of his own crop markers. At the same time it is important to try to keep as small as possible (or even dry up) those plantations which fellow players would particularly profit from.

The value of a particular large plantation to a player is determined by the number of individual plantation tiles that make up the large plantation, multiplied by the number of crop markers that the player has in it.

Important: At the end of the game all plantations tiles that are not irrigated (even those that still have crop markers on

them) are turned over and become deserts. Deserts are not considered part of any large plantation.

The accompanying illustration shows three large plantation areas. Area number 1 (paprika), on the lower left, is made up of 5 plantation tiles. Area number 2 (sugar cane), on the lower right, is made up of 3 plantation tiles. Area number 3 (bananas), directly adjacent to the spring, is made up of 2 plantation tiles.

At the moment, the large paprika plantation has the following worth:

For Anika (violet): 10 points (5 plantation tiles times 2 crop markers)

For Bernd (beige): 20 points (5 plantation tiles times 4 crop markers)

For Dagmar (grey): 5 points (5 plantation tiles times 1 crop marker)

Attention: The two paprika plantation tiles on the far left are not yet irrigated. If they do not become attached to the canal network they will dry up and become desert, thus reducing the size and value of the large paprika plantation.

Single plantation tiles are worth either 1 point (with one crop marker on it) or 2 points (with 2 crop markers) – see page 6 „Game End and Scoring.“

Gameplay

The game takes place over **11 rounds (9 rounds with 5 players)**. Each round consists of **7 phases**, which occur in consecutive order.

PHASE 1: REVEALING PLANTATION TILES AND TAKING BIDS (AUCTION)

PHASE 2: CHANGING THE CANAL OVERSEER

PHASE 3: TAKING AND PLACING PLANTATION TILES

PHASE 4: BRIBING THE CANAL OVERSEER

PHASE 5: ADDITIONAL IRRIGATION

PHASE 6: DRYING (SKIPPED IN THE LAST ROUND)

PHASE 7: COLLECTING INCOME (SKIPPED IN THE LAST ROUND)

Explanation of the individual phases:

PHASE 1: REVEALING PLANTATION TILES AND TAKING BIDS (AUCTION)

The Canal Overseer reveals the top plantation tile from each of the stacks next to the game board (4 in a 3-4 player game, 5 in a 5 player game). **One round of bidding** follows, in which each player has the opportunity to bid only once. The player to the left of the Canal Overseer begins by either bidding an amount in Escudos or passing. Bidding continues in a clockwise direction. **A player may bid any amount not yet bid** (there is no obligation to increase the bid) or may pass. It is possible for more than one player to pass, but it is not possible to bid the same amount as another player. The bid is placed **openly** in front of the player making the bid. The auction round ends after the Canal Overseer makes the last bid. Players may not change their bids once they have been made.

PHASE 2: CHANGING THE CANAL OVERSEER

The player with the lowest bid immediately becomes the new Canal Overseer and takes the Canal Overseer figure. If a player has passed, then that is considered to be the lowest bid and that player becomes the new Canal Overseer.

Note: If several players have passed, then the player who was first to pass becomes the new Canal Overseer.

PHASE 3: TAKING AND PLACING PLANTATION TILES

The player who had the highest bid in Phase 1 now selects any plantation tile and places it, along with the appropriate number of crop markers, on any free space on the game board. **(One crop marker if there is one planter symbol, two crop markers if there are two planter symbols.)** Then the player with the second highest bid makes his selection and placement in the same way, followed by the player with the third highest bid, and so on. If several players have passed, then it the player who passed last that follows, followed by the player who was next to last to pass, and so on.

Important: If a player has passed, the he must put one less crop marker than indicated on the plantation tile that he places (1 crop marker if 2 planters are shown, no crop markers if only one planter is shown).

In a three-player game there will be one plantation tile left over. At the end of the phase the player who made the highest bid must place this tile on the game board, but without any crop markers on it. The tile must be placed adjacent to an existing plantation tile (not one that has already been turned into a desert). This tile remains neutral and does not belong to any particular player, but if it is irrigated in time it can become part of a large plantation. If it is not possible to place the tile adjacent to an existing plantation tile (because free spaces exist only next to deserts), then the tile may be placed adjacent to a desert tile.

After all of the auctioned plantation tiles have been placed, the players pay their bid amounts **to the bank**.

Example for Phases 1 through 3:

Bernd is sitting to the left of the current Canal Overseer (Anika) and must begin the bidding. Bernd bids 5 Escudos. Chris doesn't want to bid and so passes. Dagmar bids 4 Escudos. Anika bids 1 Escudo.

Since Chris has passed (= the lowest bid), he takes the Canal Overseer figure.

Bernd had the highest bid, so he is the first to take a plantation tile and place it on the game board, followed by Dagmar (with the second highest bid), then Anika, and finally Chris.

Bernd takes the bean plantation tile with two planters and places two of his crop markers on it (beige).
Dagmar takes the banana plantation tile with two planters and places two of her crop markers on it (grey).
Anika takes the bean plantation tile with one planter and places one of her crop markers on it.
Chris takes the paprika plantation tile with two planters but places only one of his crop markers on it, because he passed in the bidding round (black).

The money that was bid goes to the bank.

PHASE 4: BRIBING THE CANAL OVERSEER

Now the other players have the opportunity to suggest a new canal location to the Canal Overseer, but at most only one

new canal will be built.

The player to the left of the Canal Overseer begins and the other players follow in turn. **Each player has only one opportunity** in which to decide to 1) suggest a location for a new canal, 2) support the suggestion of a preceding player, or 3) pass.

(1) **Suggest a canal location:** The player **places his suggestion canal on the game board**, in accordance with the rules for placement of canals, on a location where he would like a new canal to be built. In addition the player offers money (at least 1 Escudo) to entice the Canal Overseer to build a canal there. The money is placed **openly** in front of the player. The amount offered can be equal to, higher, or lower than any amount offered by a previous player to support their own suggestion.

(2) **Support a suggestion:** If a player would like to support the placement suggestion made by a previous player he puts his offer (at least 1 Escudo) **alongside the offer** of the player whose suggestion he is supporting. (The money should be placed somewhat to one side in case it needs to be taken back.) The sum of the two amounts is now **the new offer** for accepting this suggestion.

(3) **Pass:** A player who passes has no influence on the canal placement.

Dagmar (who is to the left of Chris, the current Canal Overseer) places his grey suggestion canal between the three uppermost plantation tiles where he would like the next canal to be built. At the same time he places his bribe of 1 Escudo on the table in front of Chris.

Anika places her violet suggestion canal between the two bean plantation tiles and as a bribe places 3 Escudos on the table in front of Chris.

Bernd (beige) is in agreement with Anika's suggestion (because he would like both bean plantation tiles to be irrigated). He supports Anika by placing 2 Escudos next to the 3 Escudos that she has already offered. Thus the total bribe for accepting Anika's suggestion is 5 Escudos.

After all of the players have either made a suggestion, supported a suggestion, or passed, the Canal Overseer must freely decide **either** to accept a suggestion that was made (he doesn't have to accept the highest offer!) **or** to carry out his own plan.

If he accepts a suggestion, then he replaces the appropriate suggestion canal with a blue canal from the supply and collects the money that was offered to him (for the canal he builds). If he wants to implement his own plan, then he must place a blue canal from the supply in accordance with the rules of placement. He must also pay for this canal, the required amount being **1 Escudo higher than the largest bribe** that was offered. In this case the money goes to the bank.

Special case: If all of the players have passed, then the Canal Overseer may build a canal **for 1 Escudo**. In the exceptional case that he does not wish to do so, no canal is built in this round and no one gains any money.

All of the suggestion canals are removed from the game board and returned to their owners. Each player whose bribe was **not accepted** takes **back into his hand** the money that he offered.

Chris accepts the suggestion of Dagmar. He takes one blue canal from the supply and places it between the three uppermost plantation tiles. In addition he takes the bribe that was offered by Dagmar (1 Escudo).

Bernd and Anika take back their offered bribes (Anika her 3 Escudos, Bernd his 2 Escudos).

Note: If Chris had built a canal other than one that was suggested he would have had to pay 6 Escudos to build it, since the highest bribe that was offered was 5 Escudos (Anika's 3 Escudos plus Bernd's 2 Escudos).

PHASE 5: ADDITIONAL IRRIGATION

In order (beginning with the player to the left of the Canal Overseer), each player has the opportunity to decide whether or not he would like to place his extra canal on the game board. If so, it is immediately placed on the game board (in accordance with the rules of placement for canals) free of charge.

Note: In each round only 1 extra canal can be placed. Thus, starting with the player to the left of the Canal Overseer, as soon as one player decides to place his extra canal the round ends. The round also ends if no one wants to place an extra canal.

Tip: Each player has only one extra canal and can only use it once, so careful consideration must be given as to when will be the best time to use it.

PHASE 6: DRYING (SKIPPED IN THE LAST ROUND)

Now the plantation tiles are examined to determine which ones are irrigated, that is, that are adjacent to at least one canal. One crop marker is removed from each plantation tile that is not irrigated and is returned to the box. Plantation tiles become neutral when they no longer have a crop marker on them. Plantation tiles that are neutral at the beginning of Phase 6 and which are not irrigated are turned over and become deserts. These tiles do not count for anyone and may not be cultivated for the remainder of the game.

Anika's bean plantation tile is not irrigated. Her crop marker is removed from this tile and returned to the box.

Note: At the moment the two bean plantation tiles form a large plantation. If in the next round the lower bean plantation tile is not irrigated, it would be turned over and become a desert.

PHASE 7: COLLECTING INCOME (SKIPPED IN THE LAST ROUND)

Each player receives 3 additional Escudos from the bank.

Note: Even though Santiago is not primarily a negotiation game, there are opportunities in every phase for communication between players and the making of **non-binding agreements** is not forbidden.

An additional short playing guide for a quick start to the game is on page 8. Have this guide near at hand on the table

when playing the game and you will have a good overview of the game play.

End of the Game

The game ends when all of the plantation tiles are exhausted – after 11 rounds when there are 3 or 4 players and after 9 rounds when there are 5 players. **First** the final drying of the plantation tiles takes place and **then** the plantations are scored.

1. FINAL DRYING OF THE PLANTATION TILES:

All plantation tiles that are not irrigated, even those with crop markers on them, become deserts. The crop markers are removed and the tiles are turned over.

2. SCORING:

- Every player **keeps the money** remaining in his hand.
- Each player now receives additional **money for plantation areas** on which he has crop markers. The number of plantation tiles that make up the plantation area is multiplied by the number of crop markers that a particular player has on that same area – and the resulting product represents the amount of money that the player receives from the bank. Each plantation area is scored separately for each player that has crop markers on the area.
- An individual plantation tile that is not connected to other tiles of the same type yield as much money as the number of crop markers that are on it – one Escudo for one marker, two Escudos for two markers.

Tip: For reasons of clarity, it is recommended that the final scoring take place by turns. For example, first the beige player's points are calculated. His crop markers are removed from the game board and he immediately receives the appropriate amount of money from the bank. Then the grey player's points are calculated, and so on.

The player with the most money after the final scoring wins the game.

Scoring Example

3 markers x 3 tiles = 9 Escudos

3 markers x 4 tiles = 12 Escudos

5 markers x 4 tiles = 20 Escudos

2 markers x 1 tile = 2 Escudos

3 markers x 4 tiles = 12 Escudos

At the final scoring Bernd (beige) has 15 Escudos in his hand. Every plantation area with beige crop markers is scored individually and immediately thereafter the crop markers are removed in order to avoid double scoring. For the five plantation areas shown here that have Bernd's crop markers on them, Berndt receives 55 Escudos altogether (9 + 12 + 20 + 2 + 12).

Bernd's final result: 70 Escudos (15 + 55)

The earnings of the other players are determined in the same way.

3 Palm Tree Variant

At the beginning of the game the palm trees are placed on three squares on the game board. The palm trees may not be

placed next to the spring, nor next to each other (horizontally, vertically, or diagonally).

When in the course of the game a plantation tile is to be placed on a square with a palm tree, the palm tree is put on the plantation tile. The palm tree counts as an additional crop marker for the player during the final scoring. If the player has **one crop marker** on a plantation tile with a palm tree, then during final scoring the tile counts as having **two crop markers**. If the player has **two crop markers** on such a tile, then during final scoring it counts as having **three crop markers**.

If the plantation tile with the palm tree is not irrigated, then in phase six of each round a crop marker is removed. If no crop markers remain on the tile, then it becomes neutral. If in the next round it is still not irrigated, the tile is turned over and becomes a desert and the palm tree is returned to the box.

Bernd places a banana plantation tile on the square with a palm tree. The palm tree is put on the tile, and Bernd also places two crop markers on the tile since two planters are showing. At the end of the game this banana plantation (irrigated) is considered to have 3 crop markers on it. Naturally, this banana plantation tile should become a part of a large banana plantation if possible.

Quick Start Guide

This guide will help you start playing the game quickly and serves as an overview of the individual phases. If you have questions about any particular phase, please refer to the instructions and examples in the detailed instructions. Before you play the game for the first time, however, you should read the rules completely.

Game Preparation

Each player receives 22 crop markers and one suggestion canal of the same color, as well as 10 Escudos and one blue canal. The rest of the money (=bank) and 11 blue canals (or 9 blue canals if there are 5 players) are placed next to the game board. The blue spring is placed on the intersection of two thick brown lines. A player is selected to receive the Canal Overseer figure. The 45 plantation tiles are mixed. If there are 3 or 4 players, then one tile is revealed and returned to the box. Four stacks of 11 tiles (for 3 or 4 players) or five stacks of 9 tiles (for 5 players) are built.

Gameplay

Each round is made up of **7 phases**, in the following order:

1. REVEALING PLANTATION TILES AND TAKING BIDS (AUCTION): One plantation tile is revealed from each stack. Beginning with the player immediately to the left of the Canal Overseer, each player either **makes a bid** or **passes**. **The bid may never be in the same amount that another player has already bid**, but must be either higher or lower. The money that is bid is immediately placed on the table in front of the player making the bid. It is possible for more than one player to pass. The round ends after the Canal Overseer makes his bid.

2. CHANGING THE CANAL OVERSEER: **The player who made the lowest bid** (or the player who was first to pass) **immediately takes the Canal Overseer figure**.

3. TAKING AND PLACING PLANTATION TILES: The player who made the highest bid goes first. **In descending order** of the bids, each player selects a plantation tile and places it on the game board, along with the appropriate number of their own crop markers (according to the number of planters displayed on the tile). The money that was bid goes to the bank. **Players that passed** in Phase 1 must **place one less crop marker** than the number of planters shown on the selected tile. If several players have passed, they place select and place tiles in counter-clockwise order starting with the player who passed last. **The plantation tile that remains in a 3 player game** is placed on the game board adjacent to another plantation tile **by the highest bidder, but without any crop markers**.

4. BRIBING THE CANAL OVERSEER: Starting with the player to the left of the Canal Overseer, each player can either make a **suggestion for canal placement** (by placing his suggestion canal **between two points of intersection of ditches on the game board, so that a continuous canal system is developed**) or support a suggestion made by a previous player. When making a suggestion or supporting a suggestion, at least one Escudo must be offered. This money is placed openly in front of the Canal Overseer. Passing is permitted, by one or several players. The Canal Overseer decides whether to accept a particular bribe and **build a canal in the suggested location** (all other players take their offered money back) or to **place the canal in another location** of his choosing. In this case he must pay the bank an amount that is **one Escudo higher than the highest bribe** that was made. If all players pass and the Canal Overseer does not want to place a canal for 1Escudo, no canal is placed in this phase.

5. ADDITIONAL IRRIGATION: Beginning with the player to the left of the Canal Overseer, each player has the opportunity to place their extra canal on the game board (**maximum one extra canal** placed per round).

6. DRYING (SKIPPED IN THE LAST ROUND): One crop marker is removed from each plantation tile on the game board that is not adjacent to a canal. (The crop markers are returned to the box.) Plantation tiles without crop markers are turned over and become deserts and can not be cultivated again.

7. COLLECTING INCOME (SKIPPED IN THE LAST ROUND): Each player receives **3 Escudos** from the bank.

End of Game

The game ends when all of the plantation tiles have been used (after 11 rounds for a 3 or 4 player game, after 9 rounds in a 5 player game). **First** the final drying of the plantation tiles takes place, **then** the scoring. The player who has the most money after the scoring is the winner.

1. FINAL DRYING OF THE PLANTATION TILES: **All plantation tiles** that are **not irrigated** after the last round are **turned to deserts**.

2. SCORING: Each player **keeps the money** that he has remaining. In addition he receives money **from the bank** for **every individual plantation and plantation area** on which he has crop stones. The amount of money received for each area is determined by the **number of plantation tiles** that make up the area **multiplied by the number of crop stones** that a player has on it.