

Fruit merchant

Material

- 4 tiles "cherries plantation"
- 4 tiles "pears plantation"
- 4 tiles "apples plantation"
- 4 token "cherries"
- 4 token "pears"
- 4 token "apples"

Rules

The plantations are set on a field. The player who completes the road or the cloister associated with a plantation takes a token. If a tile contains both road and cloister or two roads, a player who completed either feature can take the token. When the player gets a token, he may exchange his token with any player for one token of his choice. That player cannot refuse the exchange. After that turn, no exchange can be made.

Points

Points are calculated at the end of the game, the following way:

- *For each category of fruits, 10 points are assigned to the player with most token of this category.*
- *For each field, the player with most farmers on the field gains 1 point for each plantation.*