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NÍJAR

RULEBOOK





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1. INTRODUCTION

Bathed by the crystal-clear waters of Cabo de Gata and under the white light of Andalusia lies Níjar, a small town in the province of Almería with a pottery tradition dating back to the Bronze Age, which achieved great significance during the Muslim period (10th–15th century).

In Níjar, we travel to the 1920s, long before the tourism boom of the 1950s. The local economy revolved around pottery and the making of espartos and jarapas, colorful woven textiles that remain a symbol of the area to this day.

The peseta was the currency in circulation, and one tenth of it was popularly known as the perra gorda (fat dog). This curious name arose from the wearing away of the lion engraved on its front, which over time became so blurred that it was barely recognizable. The development team at Perro Loko Games has chosen this coin for use in the game due to its distinctive character and historical value.

Experience the charm of rural Andalusia, with its narrow whitewashed streets, the sound of pottery workshops in full activity, and the skilled hands weaving esparto and jarapas that bring color to the tradition of Níjar.

2. GAME OVERVIEW

In Níjar, each player takes on the role of a traditional pottery workshop. Your goal to win the game is to score more Victory Points than the other players by producing and selling handcrafted ceramics.

3. COMPONENTS

3.1. GENERAL COMPONENTS



1 Main Board



9 Action Tiles



1 First Player Token



7 Bonus Tiles



9 Demand Tiles



3 Market Markers



3 Market Dice



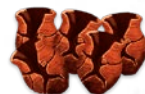
20 Wooden Vases



34 Perra Gorda Tokens



4 Perra Gorda Tokens with a value of 5



32 Cracks



22 Glazes



4 Glazes with a value of 5



16 Plates



16 Jugs



16 Pots



5 Starting Potter's Wheel Cards



5 Starting Resource Cards



12 Endgame Scoring Cards



9 Competition Cards (Solo Mode)



1 Special Shop Card for Solo Mode

80 Game Cards with three different cardbacks



16 Potter's Wheel Cards and 16 Esparto Cards



12 Cleanup Cards and 12 Glazing Workshop Cards



12 Glaze Kiln Cards and 12 Firing Kiln Cards



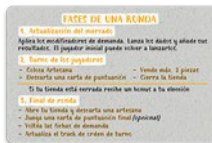
3.2. PLAYER COMPONENTS (x4)



1 Workshop Board



1 Workshop Extension



1 Player Aid Card



1 Shop Card



5 Player Markers



7 Craftswomen



1 Donkey



1 +50 / +100 Victory Point Token



1 Starting Cleanup Card



1 Starting Firing Kiln Card



1 Starting Glaze Kiln Card



1 Starting Glazing Workshop Card

4. GAME SETUP

4.1 GENERAL GAME SETUP

(Setup for a two-player game)

1. Place the Main Board in the center of the table with the multiplayer side faceup and randomly place the Action Tiles as shown. The multiplayer side of the board is indicated by this icon  next to the tower on the Score Track.

Important: For your first game, place the Action Tiles exactly as shown in the setup illustration.

Important: In 2-, 3-, or 4-player games, the “Turn Order” and “Play a Card” Action Tiles **may not be placed in the same row**. This restriction is printed directly on the board as a reminder.

2. Block the Craftswomen spaces on the Main Board according to the number of players by placing Craftswomen of a color not in use facedown on those spaces. Block the spaces marked with the  icon in a 3-player game, or the spaces marked with the  and  icons in a 2-player game. Do not block any spaces in a 4-player game.



3. Take the Bonus Tiles and return to the box those marked with the and symbols for a 2-player game, or only the tile marked with the symbol for a 3-player game. For a 4-player game, use all the Bonus Tiles.

Randomly place two Bonus Tiles on the Special Action Space and place the remaining tiles on the Bonus spaces indicated. For a 3-player game, place one additional Bonus Tile on space A. For a 4-player game, place one Bonus Tile on each space (A and B). For a 2-player game, do not place any Bonus Tiles on these spaces (A or B).

4. Randomly place the Demand Tiles, matching their colors with those printed on the board, and place the Market Markers next to the board.

5. Place the Market Dice next to the board.

6. Take the **Game Cards** and form three decks according to their cardbacks, then shuffle each deck. Place them as three facedown piles and reveal five cards from each pile, forming a 3x5 area as shown. This area is called the Draft Area.

7. Take 4 Plates, 4 Jugs, and 4 Pots **per player** in the game and sort them by type into three piles. *Example: In a 2-player game, each pile will contain 8 pieces of the same type.*

8. Take the Perra Gorda Tokens, Glazes, Cracks, and Wooden Vases and place them on the table to form the General Supply.

9. Leave the First Player Token next to the board. This token is given to the First Player at the end of each round, so **no player receives it during the first round.**



4.2. PLAYER SETUP

Carry out the following steps for each player.

1. Take a Workshop Board and assemble it together with the Workshop Extension as shown.

2. Take one Starting Card of each type and place them in the positions shown. (Starting Cleanup Card, Starting Firing Kiln Card, Starting Glaze Kiln Card, and Starting Glazing Workshop Card.) These cards have cardbacks in the player's color.

3. Take the Shop Card of your color and place it with its open side faceup in the position shown.

4. Take the 7 Craftswomen and the Donkey of your color and place them next to your Workshop Board.

5. Take the 5 Player Markers of your color. Place one on space 0 of the Score Track on the Main Board, one on the first space of your Technology Track, and one on space 0 of the Clay Track. Place the remaining two Player Markers next to your Workshop Board.



6. Take the Endgame Scoring Cards and shuffle them. **Deal 3 Endgame Scoring Cards and 1 Game Card from each pile to each player.** These 6 cards form each player's starting hand, which players may look at but must keep hidden from the other players.

7. Take the Player Aid Card of your color and place it next to your Workshop Board.

8. Take the +50 VP Token of your color and place it next to your Workshop Board.



4.3. BEFORE STARTING THE GAME

The player who most recently got mud on their hands becomes the First Player. Take the two Player Markers of that player that were set aside and stack them on the first space of the Turn Order Track (the leftmost space). Then, in a clockwise direction around the table, each player places their Player Markers on the Turn Order Track from left to right.



Shuffle the Starting Potter's Wheel Cards and reveal one more card than the number of players. Then place one



Starting Resource Card next to each revealed Potter's Wheel Card to form combinations.

Starting with the last player and proceeding in the reverse order of the Turn Order Track, each player performs the following steps:



1. Choose one combination of a Starting Potter's Wheel Card and a Starting Resource Card. Take the resources shown on the Starting Resource Card and return that card to the box.

Example: Paula takes 5 Clay, 5 Perra Gorda Tokens, 2 Glazes, and 3 Cracks, which she places in her Cleaning Area.

2. Place the chosen Starting Potter's Wheel Card in the center of your Workshop Board and place one Wooden Vase in the first position, as shown.

3. Place the Donkey of your color on one faceup card of your choice in the Draft Area. There may never be more than one Donkey on the same card.

5. GENERAL CONCEPTS

5.1. PERRA GORDA TOKENS, GLAZES, CLAY, AND CRACKS

Perra Gorda Tokens and Glazes: In Níjar, the Perra Gorda Tokens and Glazes are basic resources of the game.

The numbers in black on icons indicate resources you gain from the General Supply and add to your Personal Supply while the numbers in red indicate resources you must pay from your Personal Supply to the General Supply.



Gain 1 Perra Gorda Token from the General Supply and place it in your Personal Supply.



Gain 2 Glazes from the General Supply and place them in your Personal Supply.



Spend 2 Perra Gorda Tokens from your Personal Supply and return them to the General Supply.

Clay: Clay is another basic resource. However, it is not represented by tokens. Instead, you use the Clay Track to keep track of the Clay you gain and spend.

Move your Player Marker one space forward on the Clay Track for each Clay gained, and move it one space back for each Clay spent.



Gain 1 Clay



Spend 2 Clay.

You may not have more than 7 Clay. Any excess Clay you would gain is lost.

Cracks: Cracks are managed through your Cleaning Area. This area has a limit of 8 spaces.

When the number on the icon appears in black, take the indicated number of Cracks and place them in your Cleaning Area. **You may not perform an action or play a card that requires gaining Cracks if you do not have enough available space in your Cleaning Area.**



When the number on the icon appears in red, take the indicated number of Cracks from your Cleaning Area and place each one on a space on your Cleanup Cards. Cracks placed on Cleanup Cards no longer occupy space in the Cleaning Area. (See section 8.9 *Clean* on page 13.)





Example: Paula plays a Glazing Workshop Card whose cost is gaining 2 Cracks, which she places in her Cleaning Area.

To free up space in your Cleaning Area, you must perform a Clean action or gain a Cleaning Bonus. (See section 8.9 Clean on page 13.)

5.2. VICTORY POINTS

In Nijar, there are two types of scoring: Immediate Scoring and Endgame Scoring. From now on, Victory Points will be referred to as VP.



This icon indicates Immediate Scoring. Immediately advance your Player Marker on the Score Track of the Main Board by the number of spaces shown.



This icon indicates Endgame Scoring. This scoring is resolved at the end of the game.



Take your +50 VP Token and place it as shown when you complete your first lap of the Score Track. Flip this token to its +100 VP side when you complete a second lap.

5.3. COMPONENT LIMITATIONS

In Nijar, components are limited. If the supply of any component is empty, you may not gain that component.

5.4. ESPARTO AND JARAPAS



In addition to pottery, the production of *esparto* and *jarapas* plays a particularly important role in Nijar's economy. In the game, these are represented by a specific type of card. These are referred to as Esparto Cards.

Your Workshop Board has one Esparto Card printed on it so you effectively already have one Esparto Card when you start the game.

6. GAME FLOW

A game of Nijar is played over **three rounds**, followed by Endgame Scoring. The player with the most VP at the end of the game is the winner.

7. THE ROUND

Each round is divided into three phases, which must be resolved in the following order:

7.1. Update the Market

7.2. Player Turns

7.3. End of Round

You can find a summary of the round on the Player Aid Card.

7.1. UPDATE THE MARKET

There are three rows on the Market, each with three Demand Tiles (2, 1, and 0). These rows correspond to rounds 1, 2, and 3, as shown.

ROUND 3 –	3	0	1	2
ROUND 2 –	2	1	0	2
ROUND 1 –	1	2	0	1

During **each round**, follow these steps to Update the Market:

1. Place the Market Markers in the appropriate row according to the number of players, as indicated by the ■■, ■■■, and ■■■■ symbols, and then adjust their position based on the Demand of the current round, as follows:

- Move the Market Marker up two spaces in the column whose Demand Tile shows a 2.
- Move the Market Marker up one space in the column whose Demand Tile shows a 1.
- Do not move the Market Marker in the column whose Demand Tile shows a 0.

2. The First Player rolls the Market Dice and:

- Assigns the die with the highest value to the column whose Demand Tile shows a 2 for the current round, then moves that Market Marker up that number of spaces.
- Assigns the die with the next highest value to the column whose Demand Tile shows a 1 for the current round, then moves that Market Marker up that number of spaces.
- Assigns the die with the lowest value to the column whose Demand Tile shows a 0 for the current round, then moves that Market Marker up that number of spaces.



This example shows the market being updated for a 3-player game.

7.2.1. PLAY CRAFTSWOMEN

During your turn, you may choose either to play **one or more** Craftswomen on an Action Spaces on the Main Board, or to play **one** Craftswoman on the Special Action Space.

7.2.1.1 Playing one or more Craftswomen on Action Spaces

Choose an Action Space on the Main Board and place a number of Craftswomen equal to **one more than the number of Craftswomen already present in that Action Space**. Then, in the **order of your choice**, resolve the action, and gain the number of **Bonuses** equal to the number of **Craftswomen you placed**. Bonuses must be resolved before or after the Action and any subsequent Actions triggered by it, not during.

The Action must be one of the three Actions located in the same row as the chosen Action Space. The Bonus must be the one located below, in the same column as the chosen Action Space.

Return any Craftswomen that were already present in the Action Space to their owners, **who place them next to their Workshop Boards**. These Craftswomen are now **once more available** to their owners during the current round.



Example: Paula takes one Craftswoman and places it on an empty Action Space on the Main Board. In the order she chooses, she performs the Clay Action and acquires **one card** (only one).



Example: Paula places one Craftswoman more than there currently is on her chosen Action Space: two. She then performs the Clay Action and **acquires two cards**, since she placed two Craftswomen. She returns the Craftswoman that was already there to its owner, who places it next to their Workshop Board, making it available again.

In all cases, you may place **only one additional** Craftswoman in the chosen Action Space.

You may not place a Craftswoman in an Action Space that already contains Craftswomen of your color.

Action Spaces that were blocked during setup for 2- and 3-player games are not available.

Important: Except during the first round, the First Player may choose to re-roll the Market Dice **once** and keep the new result. This ability is indicated on the First Player Token, which is given to the First Player after updating the Turn Order Track at the end of each round.

7.2. PLAYER TURNS

Starting with the player whose Turn Order Marker is in the leftmost position of the Turn Order Track, and following that order, players take turns until the round ends.

The round ends when all players have their Shop Card on its closed side and all players have taken the same number of turns. See section 10. *End of Round* on page 14.

During your turn, if your Shop is open, you may choose one of the following options:

7.2.1. Play Craftswomen

7.2.2. Discard an Endgame Scoring Card

7.2.3. Sell Pieces to the Market (maximum 2 pieces)

7.2.4. Close the Shop

If your Shop is closed, during your turn you may only:

7.2.5. Gain a Bonus of your choice

The actions you may perform during your turn are detailed below.

7.2.1.2 Playing a Craftswoman on the Special Action

Unlike Action Spaces on the board, when using the Special Action you play only one Craftswoman and you do not return Craftswomen belonging to other players when placing yours. **The Craftswomen remain stacked here until the end of the round.** You may place a Craftswoman on the Special Action multiple times, provided each placement is done on a different turn.

When you play a Craftswoman on the Special Action, you gain, in the order of your choice, the Bonuses located there.



Example: Paula places a Craftswoman on the Special Action. She collects 1 Esparto, gains 1 Clay, and acquires 1 card, in the order she chooses.

7.2.2. DISCARD AN ENDGAME SCORING CARD

Return one **Endgame Scoring Card** from your hand to the box and perform **any action on the Main Board** of your choice.



The Indalo icon is a wild icon and indicates that you may perform any action on the Main Board.

7.2.3. SELL PIECES ON THE MARKET

(max. 2 pieces)

Sell up to a maximum of **2 pieces** of any type per Sell action. Plates, Jugs, and Pots are collectively referred to as *pieces*.

You may not sell pieces that are located in your Drying Area or in your Glazing Workshop. The only pieces available for sale are those located in your **Firing Kilns or Glaze Kilns**, which are considered finished and ready for sale. See 8.7. *Fire* on page 12.

On the Market, each column corresponds to a type of piece: Plate, Jug, or Pot. The scoring values shown to the left of the Market apply to the sale of **painted pieces** or **unpainted pieces**, as indicated by their respective icons.



Score for selling unpainted pieces



Score for selling painted pieces

Whenever you sell a piece, immediately gain the VP indicated on the Market according to the type of piece (Plate, Jug, or Pot), and whether it is painted or unpainted. **Then, move the corresponding Market Marker downward a number of spaces equal to the value shown on the Demand Tile of the current round.** Repeat this process for each piece you sell during your turn.

Place your sold pieces next to your Workshop Board. These pieces may grant additional VP at the end of the game depending on your Endgame Scoring Cards.

Example: Macarena sells one painted Plate (8 VP) and moves the Plate Market Marker down 2 spaces, as indicated by the current round Demand Tile. She then sells one unpainted Pot (3 VP); the Pot Market Marker does not move, as indicated by its Demand Tile. She gains a total of 11 VP.



7.2.4. CLOSE THE SHOP

The Shop Card has two sides: open and closed. **You may not play Craftswomen, sell pieces, or discard Endgame Scoring Cards if your shop is already closed.** You may only close your shop when you have no Craftswomen available.

Flip your Shop Card to its closed side to indicate that it is closed and **immediately gain one Bonus of your choice from either the Bonus Tiles on the Main Board, or the Special Action Space.** You may not choose the *Gain 1 Esparto* bonus printed on the Special Action Space, but you may choose any of the other available Bonuses.



7.2.5. RECEIVE A BONUS

(only when your shop is closed)

Once your shop is closed, each time it becomes your turn again, you may gain one Bonus of your choice from the Main Board or the Special Action Space. You may not choose the Gain 1 Esparto bonus printed on the Special Action Space, but you may choose any of the other available Bonuses.



Example: It is Paula's turn. Her shop was closed on a previous turn. She gains one Bonus of her choice. She chooses to take 1 Clay.

If, after closing your shop, one or more Craftswomen are returned to you, place each returned Craftswoman on your Shop Card and immediately gain one of the three rewards shown on the closed side of the Shop Card: 2 Clay, 3 Perra Gorda Tokens or 3 Glazes. Gain one reward (the same or different) for each Craftswoman returned to you.



Example: Nilo places two Craftswomen on the Main Board and returns Paula's Craftswoman to her. Since Paula's shop is already closed, she places the Craftswoman on her Shop Card and gains one reward. She chooses to take 3 Perra Gorda Tokens.

8. ACTIONS

Below is a detailed description of all the actions in Nijar. In the game, actions are always shown inside a white circle. When a player performs an action, they may resolve it partially or fully. You are not required to perform an action if you cannot or do not wish to do so.



8.1. ACQUIRE CARDS

Acquire up to a maximum of two cards of your choice from the Draft Area and add them to your hand. To do so, pay the acquisition cost, which is determined by the position of your Donkey.



The card beneath your Donkey has no cost. Each other card costs 1 Perra Gorda Token for each orthogonal space separating it from your Donkey.

You may not acquire a card that is beneath another player's Donkey. These cards are not available for you to acquire.

After acquiring the cards, move your Donkey onto another available card in the Draft Area and then immediately refill the empty spaces in the Draft Area with cards from their corresponding decks.

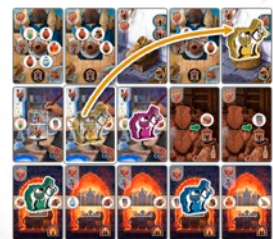
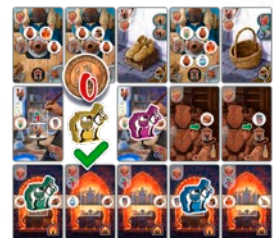
You are not required to acquire any cards; however, in this case, you can move your Donkey to a new position on another available card.



Example: Paula acquires the two cards shown in the image (1). She pays 0 Perra Gorda Tokens to acquire the card beneath her Donkey and 3 Perra Gorda Tokens for the other card. She then moves her Donkey (2) and refills the empty spaces with cards from the decks corresponding to their rows (3).

If, at the start of the Acquire Cards action, all

available cards in one of the rows of the Draft Area are of the same type (Potter's Wheel Cards, Esparto Cards, Glazing Workshop Cards, Cleanup Cards, Firing Kiln Cards, or Glaze Kiln Cards), you may return all of them to their corresponding deck, shuffle it, and then refill the empty spaces using that deck. If the cards revealed are again all of the same type, you may not perform this operation again. You may do this even if you later decide not to acquire any cards from that row.



Example: Paula performs the Acquire Cards action and, since all available cards in the first row are of the same type (Potter's Wheel Cards), she decides to return them to their deck, shuffle it, and draw new cards. She then decides to acquire only the card beneath her Donkey at no cost, moves her Donkey, and refills the empty space with a card from its corresponding deck.

If there are not enough cards in a deck to refill the Draft Area, fill the spaces from left to right and leave the remaining spaces empty.

8.2. PLAY A CARD



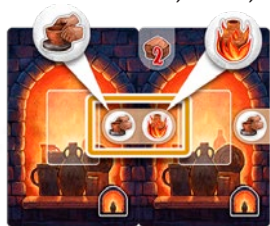
In *Nijar*, each type of card is played in a specific position. To identify them, each card type has an icon in the lower-right corner.



1. Space for Potter's Wheel Cards
2. Space for Esparto Cards
3. Space for Cleanup Cards
4. Space for Firing Kiln Cards
5. Space for Glazing Workshop Cards
6. Space for Glaze Kiln Cards



To play a card, you must pay its cost in Perra Gorda Tokens, Clay, Glazes, or Cracks. The cost is shown in the upper-left corner of each card. After paying its cost, play the card in its corresponding space according to its type. See section 5.1, *Perra Gorda Tokens, Glazes, Clay, and Cracks*, on page 6.



Whenever you play a Firing Kiln Card, Glaze Kiln Card, or Glazing Workshop Card, you immediately gain two new actions corresponding to the icons on the sides of the cards, which you may resolve **in the order**

your choice. You are not required to perform these actions if you cannot or do not wish to do so.

Whenever you play a Potter's Wheel Card or an Esparto Card on your Workshop Board, you gain a new action corresponding to the icon printed on the space where you place the card, which you resolve immediately. You are not required to perform this action if you cannot or do not wish to do so.



If you play a Potter's Wheel Card, additionally take a Wooden Vase from the General Supply and place it in the first space of the wheel, shaded in grey, and gain the indicated VP.



8.3. EXTRACT CLAY



Gain up to a maximum of three Clay by paying its cost. Gain one Clay at no cost, two Clay for one Perra Gorda Token, or three Clay for three Perra Gorda Tokens.

A reminder of the Clay extraction cost is shown on your Workshop Extension.



8.4. ADVANCE YOUR TECHNOLOGY MARKER



Advance your Technology Marker on your Technology Track. Upon reaching the last position, immediately gain 2 VP.



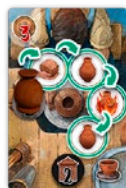
The Technology Marker indicates the number of spaces your Wooden Vases may advance when performing a **Throw** action. You may move

these spaces using a single Wooden Vase or divide them among several Wooden Vases. Move up to one, two, or three spaces if your Technology Marker is in the first, second, or third position of the Technology Track respectively. You are not required to move all the spaces indicated.

8.5. THROW



On one or more of your Potter's Wheel Cards, advance a total number of spaces which does not exceed the value indicated by your Technology Marker.



These movements can be divided among multiple Wooden Vases.

Gain the benefits shown on each space your Wooden Vases advance. You are not required to resolve these benefits, but if you do, you must resolve them in the order in which your Wooden Vases advance.

If, when advancing, you reach the final space of a Potter's Wheel Card, after gaining the benefit, place the Wooden Vase in the lower slot shaded in black and gain the corresponding VP. Leave the Wooden Vase in this space to indicate that this Potter's Wheel has been completed.





Example: Nilo performs the Throw action. Since his Technology Marker is in the second position, he chooses to move two spaces and divides them between two of his Wooden Vases. He gains one Play a Card action and one Extract Clay action.

Within the Potter's Wheel Cards, there is one action that can only be performed through the movement of your Wooden Vases: **Shape**.

8.6. SHAPE



Whenever you Shape pieces, they are always unpainted Pieces. Take these pieces from the General Supply and place them in your **Drying Area**. The Drying Area is the space directly above your Firing Kilns. This is where your pieces remain before being fired.

When Shaping, you have two options: Shape one piece or Shape two pieces.



Shape one piece: Spend 1 Clay to take one Piece of your choice from the General Supply. Place it in your Drying Area.



Shape two pieces: Spend 2 Clay and place 2 Cracks in your Cleaning Area to take

two pieces of your choice from the General Supply. Place them in your Drying Area.



Example: Marina advances her Wooden Vase to a Shape space (1) and chooses to Shape two pieces. She pays the cost (2): 2 Clay and 2 Cracks, which she places in her Cleaning Area (3). She then chooses which pieces to take (one Plate and one Pot) and places them in her Drying Area (4).



8.7. FIRE

The Fire action allows you to make **any number of movements of your choice of pieces from your Drying Area and Glazing Workshops to your Kilns**.

Move any number of pieces of your choice from your Drying Area to your Firing Kilns and, likewise, move any number of pieces from your Glazing Workshops to your Glaze Kilns with a single Fire action.

A Kiln may never contain more than one piece.



Example: Marina performs the Fire action. She takes her two pieces from the Drying Area and places each one in a different Firing Kiln. She also takes the Plate from the Glazing Workshop and places it in her Glaze Kiln.

The Fire action has no cost. The only limitation is the space provided by your Kilns.

Once a piece is in any Kiln, it is available for sale.

You may never sell a piece from your Drying Area or from a Glazing Workshop.



8.8. PAINT

Move one or more pieces from your Firing Kilns to your Glazing Workshops and flip them to indicate that they are painted pieces. **Each Glazing Workshop can hold only one piece.**

Pay the Paint cost indicated on each Glazing Workshop Card.

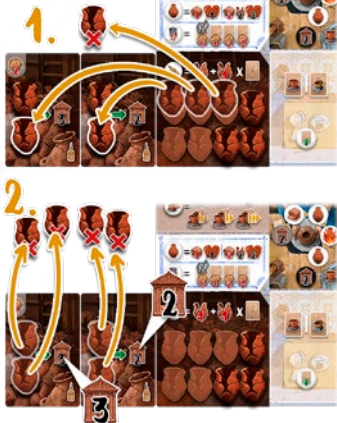


Example: Nilo performs the Paint action. Since he has only two Glazes, he paints the Pot in his Starting Glazing Workshop by spending two Glazes and paints the Jug in his other Glazing Workshop by taking two Cracks and placing them in his Cleaning Area.



8.9. CLEAN

Cleanup a number of Cracks equal to the number of Cleanup Cards in your Play Area plus one. To do so, take that number of Crack tokens and assign them to empty spaces on your Cleanup Cards of your choice. If you have no empty spaces available, return those Crack tokens to the General Supply. After this, return to the General Supply all Crack tokens from each completed Cleanup Card and gain the rewards shown on them in the order of your choice.



Example: (1) Paula has 2 Cleanup Cards, so she may Clean 3 Crack tokens. She removes the Crack tokens from her Cleaning Area and assigns them to the empty spaces on her Cleanup Cards. She returns the remaining Crack token to the General Supply.

(2) Since both Cleanup Cards are now completed, she returns the Crack tokens from the cards

to the General Supply and gains their rewards (3 VP + 2 VP).



8.10. COLLECT ESPARTO

Each Esparto Card offers two possible rewards. When you Collect Esparto, **choose one reward from each of your Esparto Cards played on your Workshop Board, including the Starting Esparto Card printed on your Workshop Board.**



Example: Paula performs the Collect Esparto action and chooses one reward from each of her Esparto Cards on her Workshop Board: 4 Perra Gorda Tokens and gain 1 Clay.

The possible rewards on Esparto Cards are as follows:



Gain Perra Gorda Tokens, Glazes, or Clay: Gain the indicated amount of that resource.



Fire 1 Piece: Fire a single piece from your Drying Area to one of your Firing Kilns, or one piece from your Glazing Workshop to one of your Glaze Kilns.



Paint 1 Piece: Pay the required cost in the usual way to Paint a single piece from one of your Firing Kilns and place it in a Glazing Workshop. Flip it to indicate that it is painted.



Clean 1 Crack: Place one Crack token from your Cleaning Area onto one of your Cleanup Cards. If this completes a Cleanup Card, return its Crack tokens to the General Supply and gain its reward as usual.



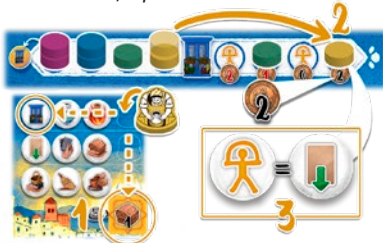
8.11. FIRST PLAYER ACTION

Take one of your two Turn Order Markers from the Turn Order Track and place it in an empty space of your choice on the track on the right, paying or gaining the indicated Perra Gorda Tokens. **Then perform any action of your choice from the Main Board. The Indalo icon indicates that you may perform any Main Board action.**

Each player may perform this action only once per round.



The Turn Order Track will be reordered at the End of Round based on the markers placed on the track on the right. See section 10.4, *Update the Turn Order Track*, on page 15.



Example: Paula places a Craftswoman to perform the First Player Action and first gains the bonus of that column: 1 Clay (1).

She then takes one of her Turn Order Markers and places it in any space of her choosing on the track on the right. In this case, she chooses to gain 2 Perra Gorda Tokens (2). She then performs an action of her choice, for example, Play a Card (3).

In this example, if no other player performs the First Player Action, Paula will be second in the next round.

9. BONUS

Bonuses are always represented by an icon on a yellow square background, or blue in the case of Esparto. In the game, there are three ways to gain these Bonuses:



By placing Craftswomen on Action Spaces: In this case, gain the Bonus as many times as the number of Craftswomen you have placed on the Action Space. Each Action Space grants the Bonus shown beneath its column.

By closing the Shop: Immediately gain one Bonus of your choice from the Main Board, including those on the Special Action Space. (You cannot choose the Collect Esparto Bonus printed on the Special Action Space, but you may choose any of the other Bonuses.)

With the Shop closed: When it is your turn and your Shop is closed, gain one Bonus of your choice from the Main Board as your turn action, including those on the Special Action Space. (You may not choose the Collect Esparto Bonus printed on the Special Action Space, but you may choose any of the other Bonuses.)



9.1. CLAY BONUS

Take 1 Clay. Advance your Clay Marker one space on the Clay Track. See section 8.3, *Extract Clay*, on page 11.



9.2. FIRING BONUS

Fire 1 Piece. Move one piece from your Drying Area to one of your Firing Kilns, or one piece from a Glazing Workshop to one of your Glaze Kilns. See section 8.7, *Fire*, on page 12.



9.3. PAINTING BONUS

Pay the required cost, as usual, to Paint one of your pieces from your Firing Kilns and place it in a Glazing Workshop. Flip it to indicate that it is painted. See section 8.8, *Paint*, on page 12.



9.4. THROWING BONUS

Advance one of your Wooden Vases one space on one of your Potter's Wheel Cards and gain the corresponding reward. See section 8.5, *Throw*, on page 11.

If you gain this Bonus by having placed multiple Craftswomen on Action Spaces, you may divide the movement among multiple Wooden Vases as usual.



9.5. CLEANING BONUS

Place one Crack token from your Cleaning Area onto one of your Cleanup Cards. If this completes all the spaces on a Cleanup Card, return the Crack tokens from that card to the General Supply and gain its reward as usual. See section 8.9, *Clean*, on page 13.



9.6. ACQUIRE CARD BONUS

(3-player game only)

Acquire 1 card and add it to your hand by paying the cost, move your Donkey, and refill the empty space with a card from the corresponding deck. See section 8.1, *Acquire Cards*, on page 10.

If you gain this Bonus by having placed multiple Craftswomen on Action Spaces, acquire up to a maximum number of cards equal to the number of Craftswomen you placed, paying the cost for each card. After this, move your Donkey and refill the empty spaces with cards from the decks corresponding to their rows.



9.7. PERRA GORDA OR GLAZE BONUS

(4-player game only)

Choose to take either two Perra Gorda Tokens or two Glazes.



9.8. COLLECT ESPARTO BONUS

This Bonus is only found in the Special Action. Collect one reward from one of your Esparto Cards.

10. END OF ROUND

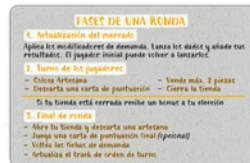
A round ends when all players have their Shop Card on its closed side and all players have taken the same number of turns.

If the last player to Close the Shop is not the last player on the Turn Order Track, players continue taking turns until all players have taken the same number of turns.

If the last player to Close the Shop is also the last player on the Turn Order Track, the round ends immediately.

You may use the Turn Order Track to check that all players have taken the same number of turns.

When the End of Round occurs, follow these steps. You can find a summary on the Player Aid Card:



10.1. OPEN THE SHOP

All players retrieve all of their Craftswomen and return one of them to the box. Then, each player flips their Shop Card so that it once again shows its open side.

At the start of rounds 1/2/3, players will have 7/6/5 Craftswomen respectively.

10.2. PLAY AN ENDGAME SCORING CARD



Each player may choose to play, facedown beneath their Workshop Board, one of their Endgame Scoring Cards. **You are not required to play a card.**

Remember that, during your turn, discarding one of these

cards from your hand allows you to perform an action of your choice. Only the Endgame Scoring Cards played during this phase will score at the End of the Game.

10.3. FLIP DEMAND TILES

Flip the Demand Tiles for this round.

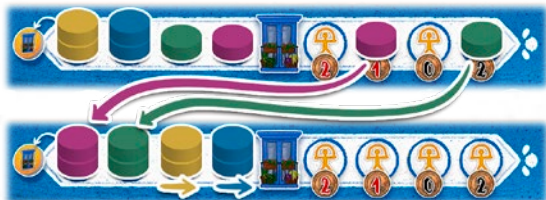


10.4. UPDATE THE TURN ORDER TRACK

Reorder the markers on the Turn Order Track so that the players whose markers are placed on the track on the right occupy the first positions. Then, shift the remaining Turn Order Markers to the right without changing their relative order. If no player performed the First Player Action, the Turn Order Track is not modified.

Give the First Player Token to the player occupying the leftmost position on the Turn Order Track.

Stack each player's second Turn Order Marker on top of the first once more if it is not already there.



In the example, you can see how the Turn Order Track (left track) has been reorganized based on the positions claimed during the round (right track).

11. END OF THE GAME AND ENDGAME SCORING

The End of the Game occurs after completing the End of Round steps of the third round. Proceed to Endgame Scoring.

You can find a reminder of Endgame Scoring printed on the Main Board.

11.1 REMAINING PIECES

Sell all pieces remaining in your Kilns and gain 2 VP for each painted piece and 1 VP for each unpainted piece. Place the sold pieces next to your Workshop Board as usual.



11.2 ENDGAME SCORING CARDS

Players score their own Endgame Scoring Cards. There are two types:

Scoring Cards by number of cards of the same type:



Score 0/1/3/6/10 VP if you have 1/2/3/4/5 cards of the indicated type respectively. You do not gain additional points beyond your

fifth card. Starting Cleanup Cards, Kiln Cards, and Glazing Workshop Cards are included for this scoring.



In the case of the Esparto scoring card, score 0/1/5/10 VP if you have 1/2/3/4 Esparto Cards on your Workshop Board. The card printed on your Workshop Board counts as an Esparto Card. This scoring is independent of the scoring described below in section

11.3, *Esparto Set*.

Scoring Cards by type of piece sold:



Score 1 VP for each piece sold of the type indicated on your Scoring Card.

11.3 ESPARTO SET

Players score 0/1/3/6 VP if they have 1/2/3/4 **different** Esparto Cards on their Workshop Board. The card printed on the Workshop Board counts as an Esparto Card and shows a reminder of this scoring.



11.4 CRACKS

Lose 1 VP for each Crack token you still have in your Cleaning Area.

11.5 FIRST PLAYER TOKEN

The player with the First Player Token gains 2 VP.

11.6 REMAINING RESOURCES

Gain 1 VP for every 5 remaining Resources, counting your Perra Gorda Tokens, Glazes, and Clay.

In case of a tie in VP, the player who is furthest to the left on the Turn Order Track wins.



12. SOLO MODE

The Andalusian pottery tradition is rich and diverse: from the artistic ceramics of Triana (Seville) and the green and blue glazes of Granada, to the utilitarian pieces of Bailén and Úbeda, or the earthenware of Lucena and La Rambla.

In Solo Mode, you face the Competition, competing to bring prestige and fame to Níjar pottery.

12.1. SOLO MODE SETUP

12.1.1. GENERAL AND PLAYER SETUP

Set up the game as if you were playing a two-player game, with the following exceptions:

- Place the Main Board with the Solo Mode side faceup. **Do not place Craftswomen as blockers on the Action Spaces.**
- Randomly place the Action Tiles on the Main Board, **ensuring that the First Player Action and the Play a Card action are located in the same row.** These actions are already printed on the board as a reminder.
- Take 8 Plates, 8 Jugs, and 8 Pots and sort them by type into three separate piles.
- Randomly place the Demand Tiles, matching their colors by row.



- Place the Market Markers in the starting positions for a Solo Mode game, as indicated by the 🐴 icons on the Market.

- Reveal only two combinations of Starting Potter's Wheel Cards and Starting Resource Cards.

- As usual, take three Endgame Scoring Cards at random and one Game Card from each deck to form your initial hand of 6 cards.

12.1.2. COMPETITION SETUP

- Assign a color to the Competition and return all of its components to the game box except for its 7 Craftswomen, the Donkey, and the +50 VP Token.
- Place the Competition's Shop Card with its open side faceup in the Competition Play Area. Take the 9 Competition Cards and place them near its Play Area.
- Place your Turn Order Marker and the Competition's Turn Order Marker as shown in the image. **You are the First Player in the first round.**



In this example, the player is playing with yellow, and green has been chosen for the Competition.

12.1.3. BEFORE STARTING THE GAME

Choose one of the two available combinations of Starting Potter's Wheel Card and Starting Resource Card and proceed as usual. Then, place your Donkey on one of the cards of your choice in the Draft Area. To place the Competition's Donkey in the Draft Area, shuffle the Competition deck and reveal cards until one of them indicates where to place it. See section 2, "Activate the Donkey", in section 12.5, *Solo Mode Cards*, on page 17. Afterwards, shuffle the Competition Cards again to form a deck.

12.2. GENERAL CONCEPTS

The Competition does not perform actions or accumulate resources. Instead, it only takes pieces, Paints them, and Sells them. **To do so, it uses its cards rather than the actions on the Main Board.** The Competition also moves its Donkey and occupies different Action Spaces on the Main Board with its Craftswomen, following the instructions on its cards.

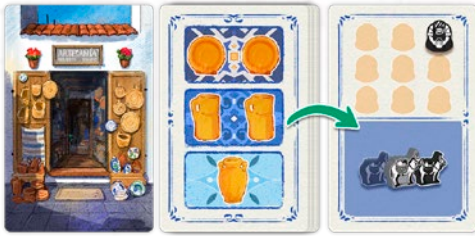
The following section explains how to manage the Competition in Normal Mode. If you wish to increase the difficulty of Solo Mode, see section 12.10, *Difficulty Levels*, on page 19.

12.3. THE ROUND

The round is resolved in the usual way. If the Competition is the First Player, roll the Market Dice and apply their results with no possibility of rerolling them. See section 7.1, *Update the Market*, on page 7.

12.4. COMPETITION TURN

During its turn, the Competition reveals one card from its deck and carries out the corresponding actions.



In order to take its turn, the Competition must have at least one card showing its cardback. If, on its turn, **the Competition cannot reveal any more cards, it closes the Shop and gains 1 VP, even if it still has Craftswomen remaining.** From now on in this round, each time it becomes the Competition's turn, **it gains 1 VP.**

12.5. SOLO MODE CARDS

When revealing a card from this deck, one card will remain facedown and the other faceup. Then apply the effects in the following order:

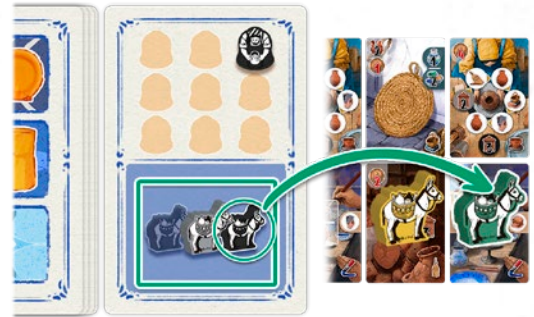
1. Place a Competition Craftswoman: Place one of the Competition's Craftswomen on the Action Space indicated by the diagram. The position shown in the image refers to the Action Space on the Main Board.



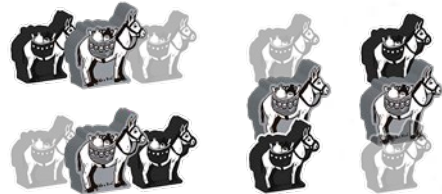
- If there is no Craftswoman on the indicated Action Space, place 1 Competition Craftswoman there.
- If one of your Craftswomen is already on the indicated Action Space, the Competition places two Craftswomen and returns yours in the usual way. In addition, the Competition **gains 3 VP.**
- If one of your Craftswomen is already on the indicated Action Space but the Competition does not have enough Craftswomen to return yours, **place one Competition Craftswoman on the Special Action Space.**

- If the Competition has no Craftswomen available, it Closes the Shop and **gains 1 VP.** From now on in this round, each time it becomes the Competition's turn, **it gains 1 VP.**

2. Activate the Competition's Donkey:



If this icon appears, you must move the Competition's Donkey onto the card immediately to the right of the one where your Donkey is currently placed. If this is not possible, move it to the left instead. There are four versions of this icon. Each one indicates a preferred position for the Competition's Donkey and an alternative position (shown transparently) for if the preferred position is not available.



To place the Competition's Donkey at the start of a Solo Mode game, shuffle the deck and reveal cards until one of them indicates a preferred or alternative position.



If this icon appears, discard the cards located to the right and left, or above and below, the position of the Competition's Donkey, as indicated by the icon. Then

refill the empty spaces in the Draft Area with cards from their corresponding decks in the usual way. If any of the indicated cards cannot be discarded, simply do not discard them. As usual, the card under your Donkey is blocked and cannot be discarded in this way.

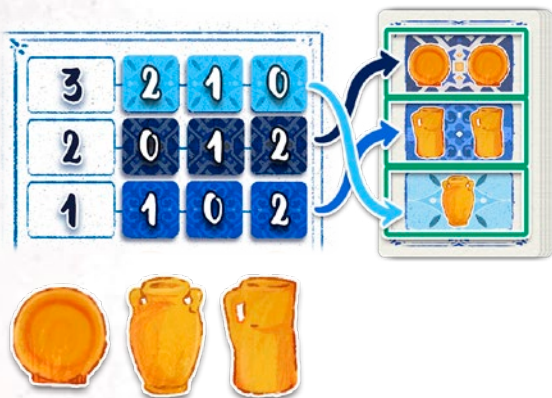


If this icon appears, the Competition's Donkey remains in its current position and no cards are discarded.

3. Resolve the Competition's Piece Actions

On each cardback of the Solo Mode Cards, you will find three rows of different colors. Each row, according to its color, corresponds to a round of the game, referencing the Demand Tiles.

During its turn, the Competition resolves the Piece Actions shown in the row corresponding to the current round.



For each Piece Action:

- If the indicated piece is not in the Competition Play Area, the Competition takes it from the General Supply and places it in its Play Area unpainted. If there are no remaining pieces of that type, **the Competition gains 1 VP**.
- If the indicated piece is unpainted in the Competition Play Area, the Competition paints it. Flip the piece to indicate that it is painted.
- If the indicated piece is painted in the Competition Play Area, the Competition sells it. It gains the points and lowers the corresponding Market Marker in the usual way. Return this piece to the box.



Example: Taking into account the pieces in its Play Area, the Competition would take an unpainted Plate and sell its painted Jug with the Plate-Jug action.



Example: Taking into account the pieces in its Play Area, the Competition would paint the Pot and the Plate with the Pot-Plate action.

Accordingly:

The Competition will never have more than one piece of each type in its Play Area. During its turn, the Competition only Sells painted pieces.

12.6. PLAYER TURN

The Player Turn is carried out in the usual way.



If you return a Craftswoman to the Competition and its Shop is still open, it becomes available again.

If you return one or more Craftswomen to the Competition and its Shop is already closed, place them on its Shop. **The Competition gains 1 VP for each Craftswoman placed on its closed Shop.**

12.7. FIRST PLAYER ACTION

In Solo Mode, you only have one space available to place your Turn Order Marker on the right-hand Turn Order Track as the other is always occupied by the Competition's Turn Order Marker. This available space has a cost of two Perra Gorda Tokens. You may not perform the First Player Action unless you pay this cost to place your marker there. In any case, if you do not perform the First Player Action during the round, the Competition becomes the First Player in the next round.



12.8. END OF ROUND

Resolve your End of Round in the usual way.

For the Competition, follow these steps:

- Open the Competition's Shop, collect all of its Craftswomen, and return 1 of them to the game box. As with the player, the Competition starts with 7/6/5 Craftswomen in rounds 1/2/3 respectively.
- Shuffle all Competition Cards again to form a deck.
- The Competition does not play any Endgame Scoring Cards.

- Update the Turn Order Track in the usual way and place one of the Competition's Markers on the space indicated in the image.



14. CREDITS

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12.9. END OF GAME AND ENDGAME SCORING

The End of Game takes place after completing the End of Round steps following the third round. Then proceed to Endgame Scoring in the usual way.

The Competition gains VP from the First Player Token and from its remaining pieces. It does not gain VP from Endgame Scoring Cards, Esparto Sets, Remaining Resources, or Cracks.

12.10. DIFFICULTY LEVELS

Normal Mode: Make no changes to the Solo Mode rules described in this rulebook.

Advanced Mode: Each time the Competition returns one or more Craftswomen to you, it gains 5 VP instead of 3.

Expert Mode: In addition to the rules from Advanced Mode, the Competition gains 2 VP instead of 1 each time that:

- It cannot take its turn due to a lack of Craftswomen or a lack of cards.
- You return 1 Craftswoman to the Competition while its Shop is closed.
- It would take a piece (Plate, Jug, or Pot) but none are available in the General Supply.

For Expert Mode, you may consult the revealed cards so that you have information about which cards are still to be revealed and can therefore anticipate where the Competition may place a Craftswoman.

13. ACKNOWLEDGEMENTS

Thank you to everyone who helped develop the game; the journey has been long but very rewarding. Thanks as well to the *Última Ronda* podcast for organizing the prototype contest where the game was a finalist and gained greater visibility. Thanks to my family for making it possible for me to design games by sacrificing time together.

Finally, thank you to Perro Loko Games for trusting in me once again. It is a pleasure to work with you.



NÍJAR

ROUND SUMMARY

1. MARKET UPDATE

Apply the Demand modifiers to the Market Markers. Roll the dice and add their results to the corresponding Market Marker. Except during the first round, the First Player may reroll the dice.

2. PLAYER TURNS

If your Shop is open choose one of the following options:

Place Craftswomen

If you choose an Action Space on the Board: Perform one Action from the corresponding row of the chosen space and take a number of Bonuses from the corresponding column equal to the number of Craftswomen placed.

If you choose the Special Action: Perform the three Bonuses in the order of your choice.

Discard an Endgame Scoring Card

Perform one Action on the Main Board of your choice.

Sell up to two Pieces in the Market

For each sale, move the corresponding Market Marker down a number of spaces equal to the value shown on its Demand Tile.

Close the Shop

Gain one Bonus of your choice.

If your Shop is closed:

Gain one Bonus of your choice

3. END OF ROUND

- Open your Shop and discard one Craftswoman.
- Play an Endgame Scoring Card (optional).
- Flip the Demand Tiles of this round.
- Update the Turn Order Track.

ENDGAME SCORING

Selling Remaining Pieces



Endgame Scoring Cards



Sets of different Esparto Cards



Cracks



First Player Token



Remaining Resources

