

The Portuguese canning industry developed throughout the 20th Century becoming extremely important in the fishing communities. Alongside natural growth the quality of the product improved, and with overseas markets and the usefulness of canned food during World War II, there was unprecedented demand for the tinned fish.

Tinplate was the main raw material used to contain the fish. The most common name for that material was “tin”, or, in Portuguese, “lata” and this quickly became the most popular designation for the product. In this game, each player is the manager of a canning factory in the first half of the 20th Century. Their goal is to produce and sell the most canned sardines and mackerel, being the popular fish of the time ahead of tuna.

OVERVIEW

“Lata” is played over 6 rounds and, during each round, players acquire products - sardines, mackerel, tomatoes and olive oil - to pack in their factories. The canned goods produced will be sold on national and international markets, with the money earned being invested in the factory enhancement and to buy scoring cards.

Turn order is determined by the hidden bid auction of action points. The player who bids the most action points wins the best set of resources for their factory, access to the best markets and best scoring cards.

By the end of the game, the player with the most Victory Points (VPs) on their scoring cards will be the winner.

COMPONENTS

IMG 01



4 PLAYER 'FACTORY' BOARDS

(1 PER PLAYER, WITH 4 SOLO VERSIONS ON THE BACK)



4 PLAYER SCREENS (1 PER PLAYER)



4 TURN ORDER TOKENS

(1 PER PLAYER)



45 CANNED GOODS CUBES

(20 SILVER, 15 YELLOW, 10 RED)



4 MARKERS

(1 PER PLAYER)



42 PRODUCTION CARDS



4 STARTING PRODUCTION CARDS



39 MARKET CARDS



35 SCORING CARDS



4 STARTING SCORING CARDS

+ 4 STARTING SCORING CARDS FOR THE SOLO MODE



28 "ESCUDO" COINS

(22x 15 AND 6x 35)

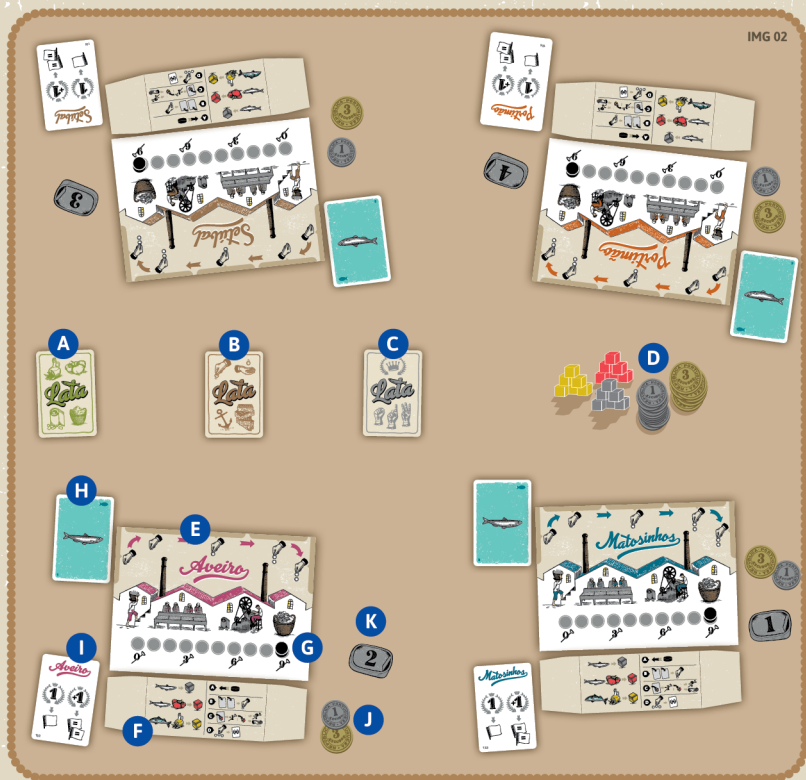
* "Escudo" was the currency in Portugal before the Euro.

GENERAL SET-UP

In a **2-player** game, return to the game box the 18 production cards and 8 scoring cards marked with the symbol . In a **3-player** game, return to the game box 6 random production cards.

Separately shuffle the production cards **A**, the market cards **B** and the scoring cards **C** to form 3 distinct face-down decks in the centre of the table, saving some space nearby to reveal cards from each deck.

In addition, place the canned goods' cubes and the coins in a general supply within all players reach **D**.



PLAYER SET-UP

Give each player:

- 1 Player Factory Board **E** and matching Player Screen **F** ;
- 1 Marker to place on space 9 **G** of the action points' track on their board;
- 1 Starting Production Card **H** to place face-up beside the top left side of their factory board;
- 1 Starting Scoring Card **I** to place face-up in front of themselves;
- 4\$ in "escudo" coins **J** ;
- 1 random Turn Order Token to place face-up in front of themselves **K**.

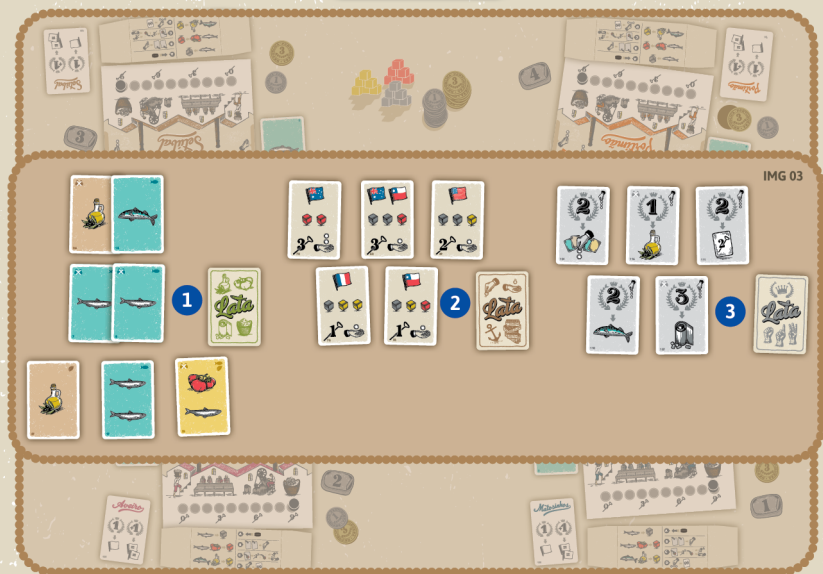
In games with less than 4 players, return to the game box the turn order tokens with the highest numbers, before giving a random one to each player.

GAME ROUND

Each of the 6 rounds is composed of 4 phases:





ROUND SET-UP




At the beginning of each round, before the players start to perform their actions, you need to create the different sets of production cards from which the players are going to choose 1 set during the factory phase (phase B).

1 Shuffle the production cards and create sets of cards as follows:

4 PLAYERS  2 sets of 2 cards, 3 single cards, all face-up;

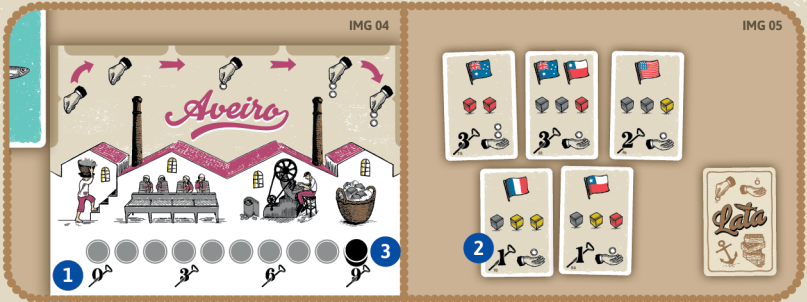
3 PLAYERS  2 sets of 2 cards, 2 single cards, all face-up;


2 PLAYERS  1 set of 2 cards, 2 single cards, all face-up.

2 Shuffle the market cards and deal into a display 1 card per player plus 1 card, all face-up.

3 Shuffle the scoring cards and deal into a display, 1 card per player plus 1 card, all face-up.

ACTION POINTS



The symbol for the action points  depicted on each player's factory board **1** and on the market cards **2** illustrates the metallic key that was used to open the canned goods. Along the bottom of each player's factory board is the action points' track to show how many actions each player has available.

At the beginning of each round, all players start with 9 available action points **3** to use for the following:


- Turn order, during phase A;
- Produce actions, during phase C;
- Sell actions, during phase C.

Whenever a player uses action points, they move the marker left along the track, 1 space per action point spent.

PHASE A TURN ORDER

Turn order is determined through a hidden bid auction of action points and player order is then set for the rest of the round. The auction is performed behind player screens with each player moving their marker 1 space left for each action point they wish to use - bids can be from 0 to 9. Once every player has moved their marker, the screens are removed so that all bids can be seen.

The player who has moved their marker furthest to the left, having spent the most action points, will be the start player for the round and takes Turn Order Token number 1. Turn Order Token number 2 is taken by the player who bid the next most action points and so on.

NOTE  Ties are won by the player with the highest turn order token. Note that turn order tokens are kept by the players from the previous round (or from set-up, in the first round).



After all players reveal their hidden bid auction choices, Sara, playing with Aveiro **A**, will be 1st player this round having bid 3 action points, leaving her with 6 **B**. She takes Turn Order Token number 1 **C**. Fábio, playing with Matosinhos **D**, and Daniel, playing with Portimão **E**, tied for 2nd place as both bid 2 action points, leaving them with 7 **F**. From set-up Daniel had a higher Turn Order Token than Fábio so Daniel takes token 2 **G** and Fábio takes token 3 **H**. Finally, Carolina, playing with Setúbal **I**, will play last as she only bid 1 action point leaving her with 8 **J** and she takes token 4 **K**.

While the player who spends the most action points will have the opportunity to choose the best set of cards in the factory phase, the remaining players will have more action points to spend on better production and to reach stronger markets.

PHASE B FACTORY

In turn order, as determined by the auction, each player will now choose a set of production cards and assemble their production line.

B1 CHOOSING A SET

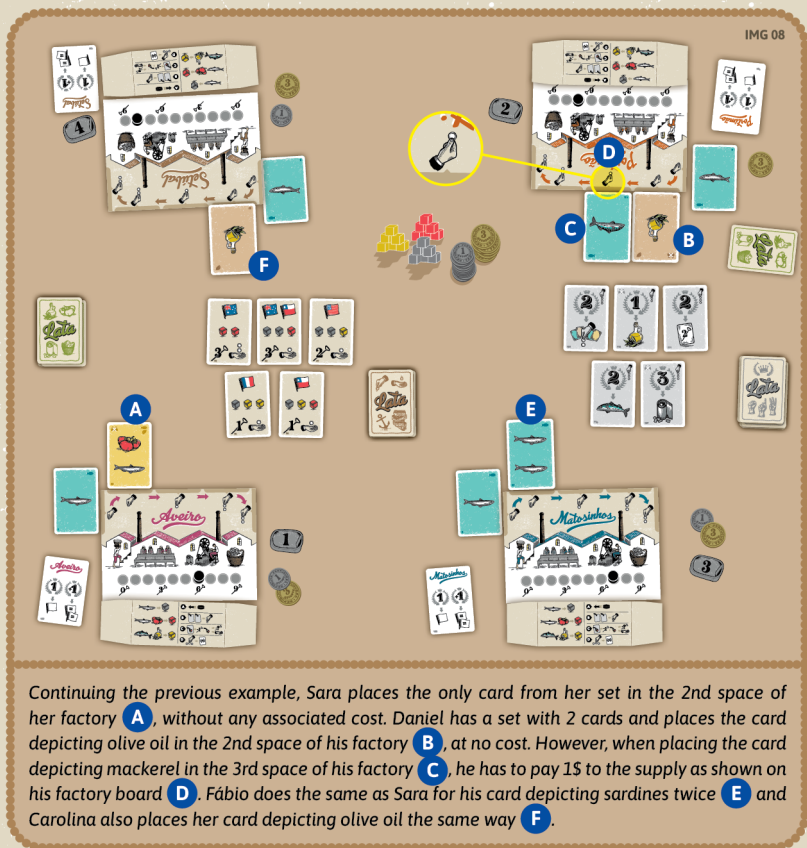
Each player is going to choose one of the available sets of production cards to add to their factory. Each production card depicts either 1 or 2 of the following: sardines, mackerel, tomatoes, and/or olive oil.

The players always choose from the remaining sets in the display, selecting 1 set. The last player in turn order always has two options to choose from, selecting a set for them and then removing the remaining one to the discard pile.

Following the previously determined turn order, Sara **A** plays first and chooses the set that contains 1 card depicting tomato and sardine **B**. Secondly, Daniel **C** chooses the set that contains 1 card depicting olive oil and 1 card depicting mackerel **D**. Next, Fábio **E** chooses the set that contains 1 card depicting sardines twice **F**. Finally, Carolina **G** chooses the set that contains 1 card depicting olive oil **H** and places the remaining set of 2 cards depicting sardines onto the discard pile **I**.

After each player has selected a set of production cards they must add it to their factory board. There are 5 spaces to place the production cards from the top left of the board, along the top and to the top right. Production always takes place from left to right so the order the production cards are placed is important.

The first two spaces have no associated cost, but the others cost the player 1\$ or 2\$ as shown beneath the spaces on the factory board. The coins are returned to the supply. If the player does not have enough coins, or does not wish to pay, they cannot place the cards in those spaces. Note that it is possible to place cards into any space leaving gaps in the production line.



Once placed, the cards cannot be moved or removed from their current positions until the end of the game. However, when placing a card, players may completely cover an existing card from a previous round, becoming unavailable for production.

Covering cards allows players to enhance their production line but they must pay any depicted cost to place the new cards. If the player has chosen a set of 2 cards they must be placed on different spaces of the production line, it is not possible to cover the other card placed in the same round.

On a future turn, Daniel chooses a set containing 1 card depicting tomato and mackerel **A** and he wants to improve the 3rd space of his production line **B**. He cannot move or remove the existing card but can cover it. Daniel places the card depicting tomato and mackerel on top of the existing card **C** and pays 1\$ to the supply as shown under that factory space **D**. The hidden card is no longer available for production but can score potential victory points at the end of the game.

NOTE When placing cards into the factory they must be played with the card number in the lower left corner, they cannot be played upside down.

PHASE C PRODUCE AND SELL

CANNED GOODS

Each round the players try to organise their factories in the most efficient way to produce the 3 possible canned goods represented by the 3 different coloured canned goods' cubes:



SILVER

Regular canned sardines,
requires 1 sardine.



RED

Canned sardines in tomato sauce,
requires 1 sardine + 1 tomato.



YELLOW

Canned mackerel in olive oil,
requires 1 mackerel + 1 olive oil

Production and sales take place in the same player order as the factory phase. Each player does their production and then sales actions before the next player takes their turn.

C1 PRODUCE

Depending on their available action points and the position of the production cards in their factory, players have the opportunity of producing goods depicted on all their cards, if they wish so.

The cost to produce is 1 action point per card, regardless of whether it produces 1 or 2 canned goods. Production takes place from left to right, and top to bottom for cards depicting 2 resources, 1 icon at a time following the production order.

When choosing which canned goods to produce on a production card all icons to the right in that player's factory are available. Once that card has produced, or the player decides not to, it is no longer possible to use the resources on that card for the next production decisions for the rest of this phase.

When producing a canned good, the player places 1 cube of the respective colour on top of the resource - sardine, mackerel, tomato or olive oil - they are using from the current production card and that resource is no longer available in the production process. Also, a player may decide to skip over a resource.


To produce regular canned sardines (1 silver cube), the player must have 1 sardine icon available on their current production card.



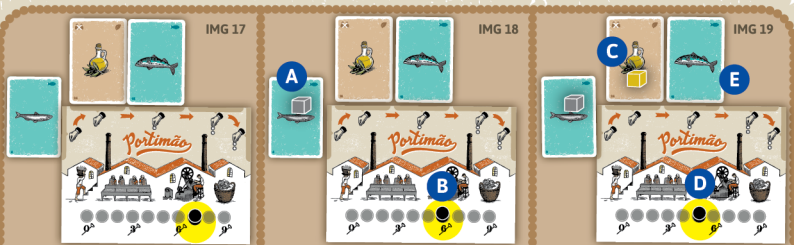
Fábio is going to activate his production line, from left to right. In the 1st space of his factory he has a card depicting 1 sardine **A** that allows the production of 1 regular canned sardines. As such, Fábio spends 1 action point from his track leaving him with 6 **B** and places 1 silver cube on top of the sardine icon **C**, which becomes unavailable for production until the end of the round. Fábio then produces 2 regular canned sardines on his 2nd production card, placing a silver cube on top of each sardine icon **D**. This costs him 1 action point for this card, leaving him with 5 **E**.

To produce canned sardines in tomato sauce (1 red cube), a player must have 1 sardine and tomato icon available in their factory. Both icons can be on the current production card, or only 1 icon, provided that the other is available on another production card to the right of the current one. In case both icons are on the same production card and the tomato is the resource on top, this tomato is no longer available when the player advances to use the sardine below to produce.

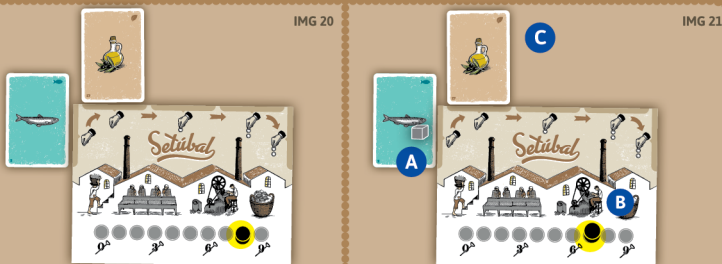
First, Sara wants to produce using the sardine on her 1st production card **A**. She could produce regular canned sardines (1 silver cube) but as there is a tomato available on the 2nd card she is able to produce canned sardines in tomato sauce and places 1 red cube on top of the sardine icon **B**. This sardine icon is no longer available for further production this round. Sara spends 1 action point to do this, leaving her with 5 action points **C**. Moving to the 2nd production card and going from top to bottom **D**, Sara has a tomato and a sardine icon available for production, so she produces canned sardines in tomato sauce, placing 1 red cube on top of the tomato icon **E**. She spends 1 action point for this, leaving her with 4 **F**. Sara may now place 1 silver cube on top of the remaining sardine icon with no further costs **G**.

NOTE  In addition to the cards depicting sardines, mackerel, tomatoes and olive oil, some production cards contain specific symbols and are distinguishable by a green background. The effects on these cards are described later in the rulebook. Some of these cards have production possibilities and cubes may be placed on them.

To produce canned mackerel in olive oil (1 yellow cube), a player must have available 1 mackerel and 1 olive oil. Both icons can be on the current production card, or only 1 icon, provided that the other is available on another production card to the right of the current one. Contrary to the sardines, the mackerel alone doesn't produce any canned goods, it always needs 1 additional olive oil.



Daniel is going to activate his production line, from left to right. First, Daniel wants to produce regular canned sardines, placing 1 silver cube on top of the sardine icon (A). He spends 1 action point to do so, leaving him with 6 (B). On the 2nd production card Daniel has olive oil to which he can add the mackerel from the 3rd card to produce 1 canned mackerel in olive oil, placing 1 yellow cube on top of the olive oil icon (C). He spends 1 action point to do this, leaving him with 5 (D). The mackerel on the 3rd production card (E) cannot produce on its own so he takes no further production actions.



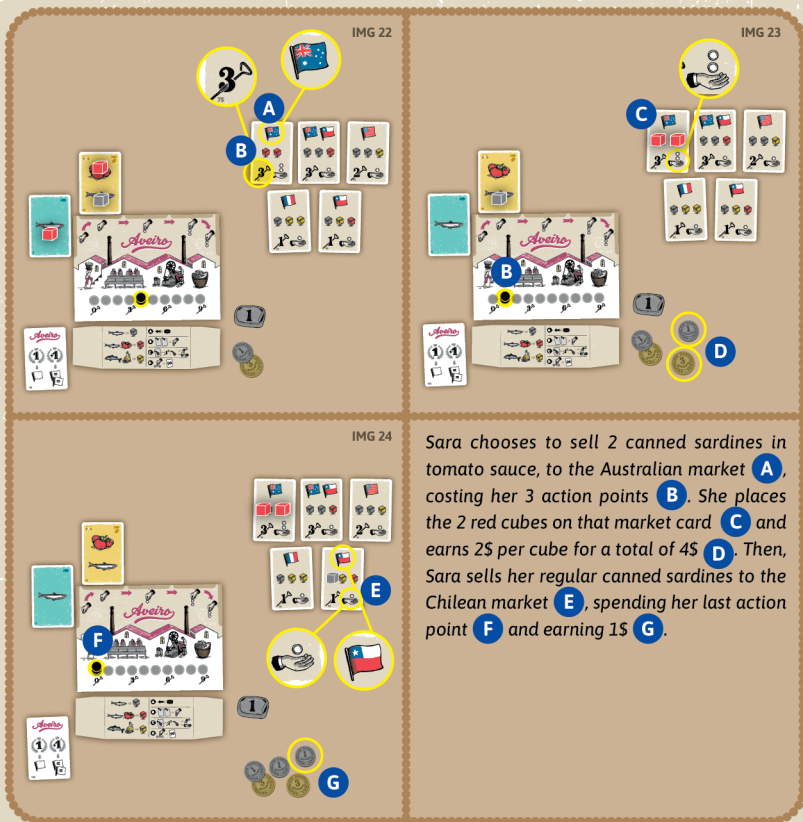
Carolina is going to activate her production line, from left to right. She produces 1 silver cube on the 1st production card (A), spending 1 action point to do so, leaving her with 7 (B). As olive oil (C) cannot produce a canned good without mackerel, production ends for Carolina without activating all production cards this round.

C2 SELL

Following production, depending upon how many action points players still have, and on the types of canned goods they have produced, players now have the opportunity to sell their canned goods on national and international markets represented on the market cards by different flags.

To provide canned goods to a market, players must spend the cost depicted on the market card in action points. If they do not have enough action points, or do not wish to spend them, the sale cannot be made.

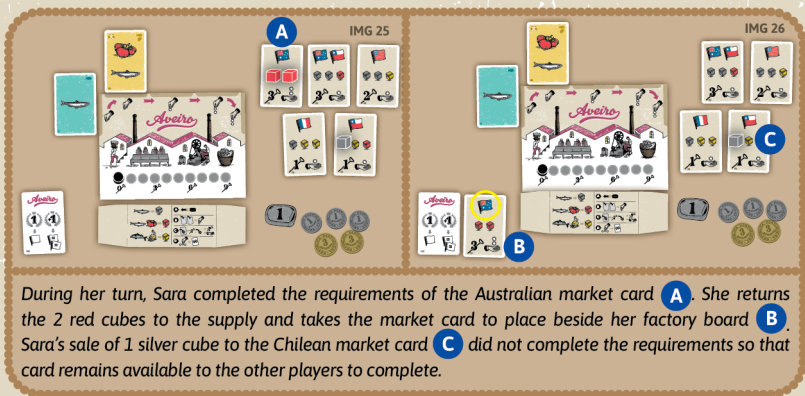
Players may provide 1 or more canned goods to any of the market cards currently face-up as long as they match the colour of cube required. Additionally, players must pay the cost depicted in action points for each market card they provide goods to, regardless of how many cubes they provide. The sale reward is 1\$ or 2\$ per cube as shown on each market card.



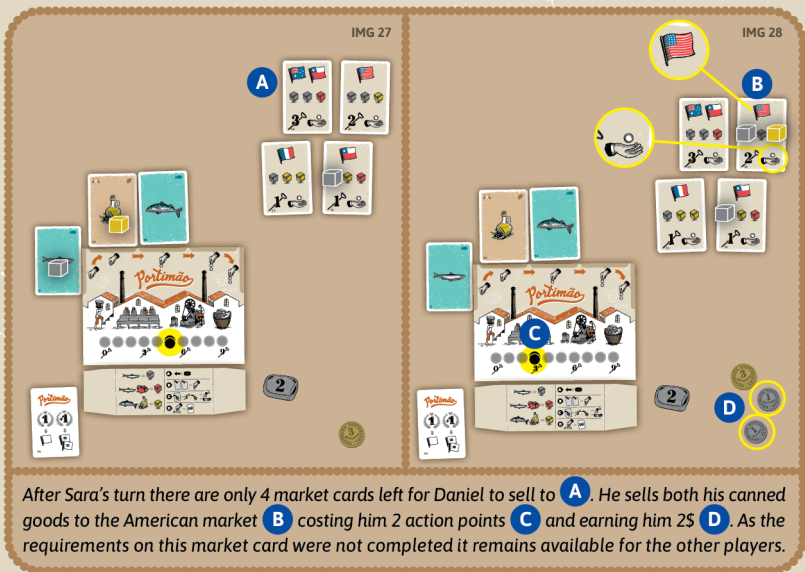
Sara chooses to sell 2 canned sardines in tomato sauce, to the Australian market **A**, costing her 3 action points **B**. She places the 2 red cubes on that market card **C** and earns 2\$ per cube for a total of 4\$ **D**. Then, Sara sells her regular canned sardines to the Chilean market **E**, spending her last action point **F** and earning 1\$ **G**.

If a player, in providing a cube to a market card, completes its last requirement they immediately return all cubes on it to the general supply and take that market card, placing it beside their factory board.

NOTE Each market card shows 1 or 2 flags representing nations that players may score through their scoring cards at the end of the game.



If a market card is completed by a player and thus removed from the market area it is not replaced until the end of the phase. However, if there is only 1 market card available at the start of any player's turn in Phase C, they may reveal 1 further market card from the deck for free.



Once per turn, during Phase C, either while producing or selling, a player may spend 1 action point to reveal the next market card and add it to those already available. If the current player does not complete that market card, it remains available to the other players.

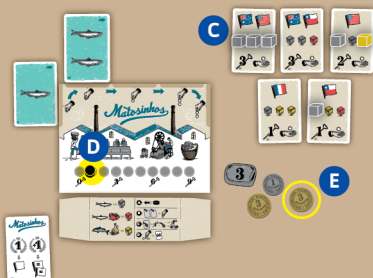
IMG 29



IMG 30



IMG 31



IMG 32

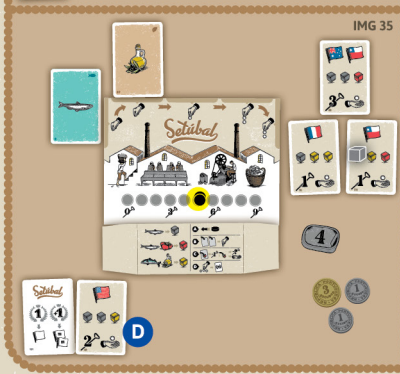
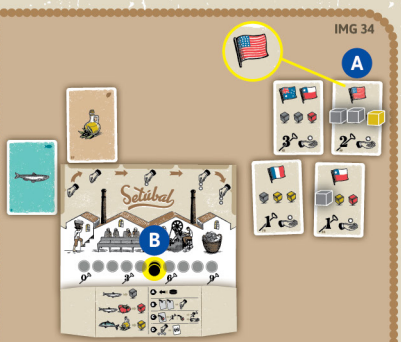
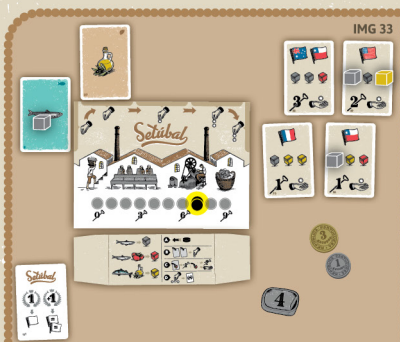


After Daniel's turn, Fábio spends 1 action point **A** to reveal an extra market card from the deck and add it to the existing ones **B**. Then, he sells all his canned goods to the new market **C**, spending 3 action points **D** and gaining 3\$ in total, 1\$ for each sold canned good **E**. As Fábio completed the requirements of that market card, he takes it into his play area **F**.

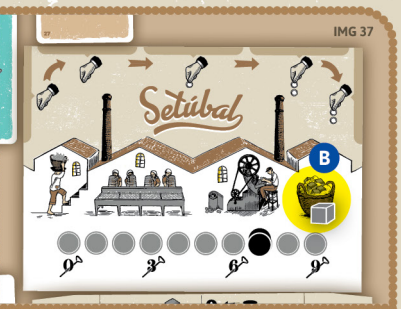
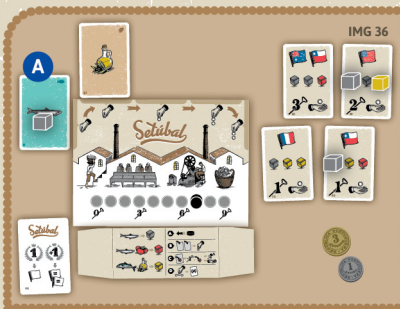
EXCESS CANNED GOODS

After all players have sold their canned goods to the markets, any remaining canned goods' cubes must be dealt with as follows:


- Regular canned sardines, silver cubes, are moved to the salt area of the player's factory board, illustrated by a basket of salt, and they can be sold in future rounds in addition to the production of that round.
- All canned sardines in tomato sauce, red cubes, and canned mackerel in olive oil, yellow cubes, are lost with all cubes being returned to the supply.



After Fábio's turn, Carolina sells her regular canned sardines to the American market **A**, spending 2 action points **B** and gaining 1\$ **C**. Carolina was able to complete the requirements on the American market, so she takes that card into her play area **D**.




Alternatively, instead of selling her regular canned sardines **A**, Carolina could have stored the cube in salt on her factory board **B**. She could have considered doing this if she had no remaining action points, didn't want to partially complete a market card, or to make the cube available for a future turn. If it had been canned sardines in tomato sauce or mackerel in olive oil, she would have had to return the cube to the supply.

NOTE  After all players have taken their turns in Phase C, the remaining market cards, including any cubes placed on them, continue to be available for the next round. Reveal new market cards, if needed, to ensure there are 1 per player, plus 1, on display.

PHASE D SCORING CARD


In turn order for the round, each player may buy 1 scoring card from the display. Scoring cards cost, as depicted, 2\$ or 3\$ paid to the general supply and, once acquired, are placed face-up by the player beside their factory board. The scoring cards are not replaced until the end of the round. If a player doesn't have enough money, or doesn't want to spend it they cannot buy a card.

However, once per turn, a player may spend 1\$ to reveal another scoring card and add it to the available supply. If the current player doesn't buy that scoring card, it remains available to the other players.





IMG 38


Sara pays 1\$ to reveal the top scoring card from the deck, adding it to the display **A**. Then, she buys the new card for 3\$ and takes it into her play area **B**.





IMG 39
























NOTE  After all players have taken their turns in Phase D, the remaining scoring cards continue to be available for the next round. Reveal new scoring cards, if needed, to ensure there are 1 per player, plus 1, on display.

END OF THE ROUND

At the end of Phase D, the round ends. Start the next round by setting up the production card sets as described in the round set-up, and then proceed through Phases A to D again.





END OF THE GAME

The game ends after Phase D of the 6th round. There will be no more production cards available after setting up the 6th round, so players will be aware that they are playing the final round.

FINAL SCORING

After the 6th round, players total up their victory points (VPs) on each of the scoring cards they have, and the player with the most victory points is the winner.

NOTE  Players start the game with 1 scoring card, and may only buy 1 scoring card per round, so they can only end the game with a maximum of 7 scoring cards.

All players start by scoring any cards with the icon , as these only score cards visible in their production line at the end of the game. After that, all cards in the factory, including those covered during the game, are eligible to be used to score each scoring card. Production cards and market cards can be used multiple times to meet scoring card conditions.

The starting scoring card allows the players to score for the flags they collected on market cards. Every flag scores 1 VP and for every pair of flags of the same nation score an additional 1 VP.



NOTE  All scoring cards are detailed on page 23.

IMG 40



Sara calculates her final score:

A The 1st card scores 4 VPs as there is only 1 visible tomato icon. Although she had another tomato icon, she covered it up during the game.

B The 2nd card scores 6 VPs for the 2 visible yellow cards.

C The 3rd card scores 2 VPs for the only visible green card.

D The 4th (starting) card scores a total of 10 VPs, 1 for each of the flags shown and an additional 1 VP for each of the pairs: Australia, Chile and USA.

E The 5th card scores 7 VPs.

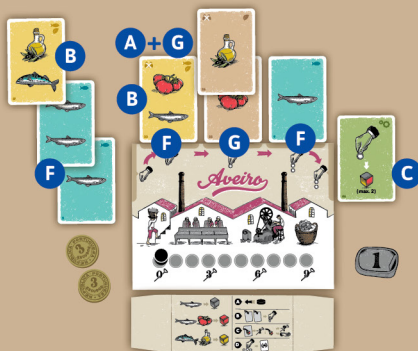
F The 6th card scores 5 VPs, 1 for each sardine icon on visible and covered cards.

G The 7th card scores 4 VPs, 2 for each tomato icon on visible and covered cards.

Therefore, Sara ends the game with a total of 38 VPs.



IMG 41



Therefore, Sara ends the game with a total of 38 VPs.




TURN ORDER VARIANT

On each round (including the first), at the beginning of Phase A, the turn order is not determined through a hidden bid auction of action points performed behind player screens, and is now performed in an open way within all players' sight.

Starting with the player with the lowest turn order marker that player either spends 1 action point to stay in the bidding process or passes. If they pass they take the highest turn order marker. Players follow this bidding process paying 1 action point at a time to 'stay in' or passing and taking the highest remaining turn order marker, until all markers have been taken.

After all players finish their choices and pass their turn, a new turn order is established.

NOTE  Similar to the base mode, the player who spends the most action points will have the advantage of going first through each phase but the other players will have more action points available to use.

SOLO MODE

'Lata' can also be played solo. There are 4 options for solo play using the reverse sides of each factory board, with different starting scoring cards. Select a factory board and its matching solo starting card. Then, separately shuffle each deck of cards and form 3 face-down piles. Reveal the top 3 market cards and do the same with the top 3 scoring cards. Finally, take 4\$ from the supply. The turn order markers are not required for the solo game.

The solo game does not have a Phase A, but Phases B to D are played similar to the multi-player game with some differences described below.

The following steps 1 to 3 are the same for the solo scenarios of Setúbal, Portimão and Aveiro:

1 ➤ Phase B - Factory: At the start of each round the player decides where to place their action marker.

1.1 ➤ If the action marker begins on space 9, reveal the top 2 production cards from the deck.

1.2 ➤ For each additional action point spent, reveal 1 additional production card.

1.3 ➤ The player selects exactly 2 production cards to add to their factory, placed as in the multi-player game.

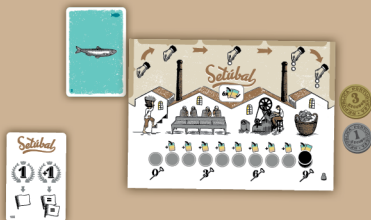
2 ➤ Phase C - Produce and Sell: The player may spend 1 action point to replace 1 to 3 market cards from the deck, providing they have no cubes already on them.

Play then proceeds as in the multi-player game.

3 ➤ Phase D - Scoring Card: The player may spend 1\$ to replace 1 to 3 scoring cards from the deck.

Play then proceeds as in the multi-player game.

IMG 42



➤ **Setúbal** starting scoring card is the same as all starting scoring cards in the multi-player game: every flag scores 1 VP and for every pair of flags of the same nation score an additional 1 VP.

IMG 43



➤ **Portimão** starting scoring card scores 1 VP for each remaining coin at the end of the game.

➤ The player starts with no money.

➤ The 3rd factory space is free and the 4th only costs 1\$ to place production cards into.

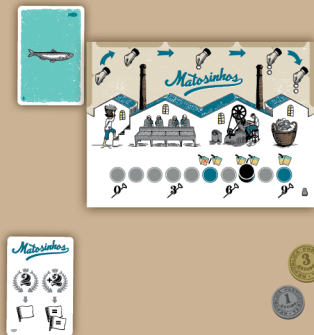
IMG 44



➤ **Aveiro** starting scoring card scores 1 VP for every 3 canned good cubes produced throughout the game. This can be tracked by their collected market cards, the cubes in their salt area, and the cubes still on incompletely fulfilled market cards.

➤ During set-up, the player selects any 1 production card to place in the 2nd space of their production line.

➤ All canned goods not delivered to market cards can be stored in the salt area of the player's factory, regardless of colour.



➤ **Matosinhos** starting scoring card scores 2 VP per flag on completed market cards and an additional 2 VP for pairs of flags of the same nation.

➤ At the start of each round, the action marker may only be placed on space 9, 7 or 5 of the action points' track.

➤ If space 9 is chosen, only 2 production cards are revealed and both have to be placed in the player's production line.

➤ If either space 7 or 5 is chosen, the player deals 2 sets of 2 production cards, selects 1 to keep and discards the other.

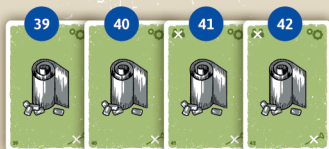
➤ If the space 5 is chosen, the player can discard 1 card from the chosen set and place only 1 on their factory.

FINAL SCORING

In the solo mode, final scoring is calculated as in the multi-player game. In addition, performance is rated as follows:

- 0 to 15 VPs** ➤ regular canned fish.
- 16 to 30 VPs** ➤ canned fish in cooking oil.
- 31 to 45 VPs** ➤ canned fish in olive oil.
- 46 to 60 VPs** ➤ gourmet canned fish.
- 61+ VPs** ➤ the player should open a canning factory.

SPECIAL PRODUCTION CARDS



These cards have no effect during the production phase. However, there is a scoring card that scores them.



Without spending an action point, you may activate this card once per production phase to sell 2 cubes for 1\$. The used cubes may come from the current production phase and/or from the salt area of your factory.



Without spending an action point, you may activate this card once per production phase to convert 1 cube into a different cube. The used cube may come from the current production phase or from the salt area of your factory.



Without spending an action point, you may activate this card once per production phase to convert 1\$ into 2 action points.



You may spend 1 action point during production phase to buy 1 canned good for 1\$. This card can be activated twice without spending another action point.

SCORING CARDS



At the end of the game score 1 VP for every brown card in your factory, either visible or covered.
Cost: 25



At the end of the game score 7 VP.
Cost: 35



At the end of the game score 1 VP for every yellow cube icon on all your market cards.
Cost: 35



At the end of the game score 2 VP for every 2 flags on all your market cards.
Cost: 35



At the end of the game score 2 VP for every yellow card in your factory, either visible or covered.
Cost: 35



At the end of the game score 1 VP for every red cube icon on all your market cards.
Cost: 35



At the end of the game score 1 VP for every 2 action points spent on all your market cards.
Cost: 25



At the end of the game score 2 VP for every card in one production line space in your factory.
Cost: 35



At the end of the game score 1 VP for every card in your production line spaces costing 05, either visible or covered.
Cost: 35



At the end of the game score 5 VP.
Cost: 35



At the end of the game score 1 VP for every 2 silver cube icons on all your market cards.
Cost: 25



At the end of the game score 3 VP for every visible (not covered) yellow card in your factory.
Cost: 35



At the end of the game score 2 VP for every Portuguese or French flag on all your market cards.
Cost: 35



At the end of the game score 8 VP for every set of American, Australian and Chilean flags on all your market cards.
Cost: 25



At the end of the game score 1 VP for every production card in the discard pile.
Cost: 35



At the end of the game score 2 VP for every card in your production line spaces costing 25, either visible or covered.
Cost: 35



At the end of the game score 8 VP if you have at least 4 cubes in the salt area of your factory.
Cost: 35



At the end of the game score 1 VP for every card in your production line spaces costing 15 or 25, either visible or covered.
Cost: 35



At the end of the game score 2 VP for every 1 action point icon on all your market cards.
Cost: 35



At the end of the game score 4 VP for every visible (not covered) tomato icon in your factory.
Cost: 35



At the end of the game score 2 VP for every tomato icon in your factory, either visible or covered.
Cost: 35



At the end of the game score 3 VP for every tinplate icon in your factory, either visible or covered.
Cost: 35



At the end of the game score 3 VP for every visible (not covered) olive oil icon in your factory.
Cost: 35



At the end of the game score 1 VP for every sardine icon in your factory, either visible or covered.
Cost: 35



At the end of the game score 2 VP for every mackerel icon in your factory, either visible or covered.
Cost: 35



At the end of the game score 2 VP for every 2 action points icon on all your market cards.
Cost: 35



At the end of the game score 3 VP for every 3 action points icon on all your market cards.
Cost: 35



At the end of the game score 2 VP for every visible (not covered) blue card in your factory.
Cost: 35



At the end of the game score 2 VP for every visible (not covered) brown card in your factory.
Cost: 25



At the end of the game score 2 VP for every tinsplate icon in the discard pile.
Cost: 35



At the end of the game score 1 VP for every olive oil icon in your factory, either visible or covered.
Cost: 25



At the end of the game score 2 VP for every visible (not covered) green production card in your factory.
Cost: 25



At the end of the game score 4 VP for every set of blue, brown, yellow and green cards in your factory.
Cost: 35



At the end of the game score 8 VP if you have at least 4 unspent coins.
Cost: 35



At the end of the game score 8 VP if you have at least 4 unspent action points.
Cost: 35

With the 2nd edition of **CAFÉ**, Pythagoras reveals a small collection that, in the coming years, will present a little more of the Portuguese history and culture.



Following the “big game in a small box” idea, with similar components in creative designs, the **5 QUINAS** collection will be a tribute to all people who have fought for a better life through hard work over the last 200 years.

QUINAS



YEAR
2020

QUINAS



YEAR
2023

QUINAS



COMING
SOON

QUINAS



COMING
SOON

QUINAS



COMING
SOON

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