

FARMED

A game of crops, weather, livestock and resources for 2-8 players, age 12 and up

Game Overview

Players (which may be organized in teams) have empty fields which may be used to grow several kinds of plants and vegetables, or destined to livestock or fishing.

Each kind of plant/livestock requires a number of weather conditions to withstand the seasons: water, sunlight, heat and cold. The Weather cards pile up gradually round after round and show how the season went: at the end of the year, the fields which did not meet the weather conditions are discarded. The surviving crops will give points according to how many different kind of plantations there are as well as the kind of Crops requested by the Market. After some years, the player with most points wins!

Game materials

- 70 **Crop** cards (56 Crops + 14 **Improvements**)
- 32 **Weather** cards (24 normal + 8 **Events**)
- 8 **Woman** cards in 4 colors
- 8 player tokens
- 1 score track



Note: in this game “Crop” actually means “Crop or Livestock or Fishing”.

Basic, Advanced and Team Rules

The game may be played in three different ways:

Basic: the simplest, suitable for younger players and/or for the first games;

Advanced: for a more interesting, but also slightly more complex game: introduces the Market and the simplest Improvements;

Team: for a more engaging experience: enter the teams and all Improvements.

Here follow the rules for the Basic version of the game. The Advanced and Team rules (which both add on the Basic version) are listed afterwards.

Game setup





For the Basic game, remove all of the Improvement cards from the Crops deck, i.e. the gray-bordered cards, as well as the Events *Hurricane* and *Storm*. Each player gets one random Woman card face up in front of him (the color has no importance in the Basic Rules).

Each player selects a token and puts it on the starting square of the Score track: each time a player gets one or more points, he advances his own token on the Score track accordingly.

Choose randomly a starting dealer. He shuffles separately the Weather deck with the Crop deck and deal **5 Crop cards** to each player. He then reveals the first Weather card and puts it face up near the Weather deck.

Crop cards

Each Crop has a number of minimum Weather requirements to be met

(e.g. Wheat  needs **at least** 3  and 1  from the Weather). It's ok if the Weather will show more symbols than needed (e.g. 4  instead of just 1, 2 or 3): but if, at the end of the year, there are less symbols than shown on the Crop card, the Crop will be lost!

Also, Crops come in five groups according to their **nutrition value**, i.e. color:

- Yellow (Carbohydrates), 3 kinds: Corn, Wheat, Rice
- Green (Proteins), 1 kind: Beans & Vegetables
- Orange (Vitamins), 2 kinds: Bananas, Potatoes
- Purple (Fats), 2 kinds: Poultry, Goat
- Blue (Minerals), 1 kind: Fish



Play the Crops in front of you, face up, side to side, to form a line.

You cannot have more than **5 Crops** in play at the same time: if you want to play a sixth Crop, first discard another one of yours.

When the Crop deck depletes, reshuffle the cards to form a new deck.

Young People Employment

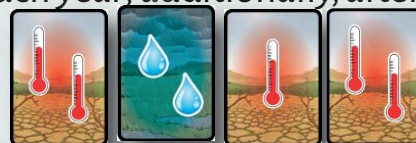


Instead of playing a Crop card normally, you may play it face down partially under one of your already played Crop, as a **Young** person employed as a worker. Each Young counts as a **single Weather symbol** of your choice at the end of the year (see **Harvest**). There is no limit to the number of Young cards you may put on a given Crop.

Weather cards

Weather cards state how much sun/water/heat/cold the current season has brought. Each card may sport one up to three symbols of the same kind.

A Weather card is revealed at the beginning of each year; additionally, after all players played their card, reveal another Weather card: this holds true even after the players played their last card, so at the end of the year there will be exactly 5 cards on the Weather line (plus Events, see **Event cards**).



Natural Disasters

Each time there are **3 or more cards of the same kind** on the Weather line, a Natural Disaster will happen: **discard one of your Crops** at your choice, regardless of which Weather symbol caused the Disaster.

Note that afterwards you may draw other cards with the same symbol again: and each of them will call for another Natural Disaster!

Event cards

Some Weather cards are actually catastrophic events which may happen:



Pests (5 cards, one for each Crop color): all players discard **all Crop** cards of the same color of the Pest card.



Fire: each player discards all of his Young cards (if any).



Storm (*Only in Advanced and Team modes*): each player discards one of his Improvements (if any).



Hurricane (*Only in Advanced and Team modes*): discard **all** Improvements in play.

When an Event occurs, reveal another card and put it on top of the Event: beware, for it could be another Event as well, which must be resolved accordingly! Keep doing so until you reveal a genuine Weather card, not an Event.

Game flow

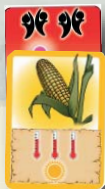
The game is divided in years and each year is made up by 4 seasons. During each season, each player selects one card among those in his hand (be it a Crop or an Improvement) and put it face up in front of him, then passes all the cards to the player on his right. When all players have done this, reveal another Weather card and put it alongside the other one(s), forming a line: watch out for Natural Disasters!

After the 4th season, players discard their remaining card and proceed to place their Woman card and then scoring according to **Harvest** and **Nutrition**, i.e. 1 point for each Crop + 1 point for each Crop color.

A new year then begins.

Woman cards

Each player has one special Woman card and may choose how to use it at the end of the year, before revealing the last Weather card:



put it under a Crop card showing the



side to get the same effect of **2 Young cards**;



put it under a Crop card showing the



side to score **1**






additional point for each of your Crop colors (Nutrition).

Woman cards always return to the player at the start of each new year, even if discarded. However, if the Crop where they are attached to does not survive the year (see **Harvest**), they have no effect for that player.

Harvest

Each player checks which Crop(s) survived the year: the Weather line must show **at least** as many symbols of the correct kind as the ones stated on the Crop. Symbols may be on one or more Weather cards.

Remember that each Young you placed on a Crop counts as a bonus symbol:

e.g. the Wheat (3  and 1 ) would be discarded if the Weather line shows just 2  ; but if you added 2 Youngs to that Crop, one of them could count as a  and another one as  , thus letting the Crop survive.


The Woman card on the   side counts as **2 Youngs**.

Discard any Crop which does not meet its Weather requirements, with all Youngs on it (if Woman card is present as well, it will have no effect but you get it back anyway).

Each surviving Crop gives you **1 point**.

Nutrition

Each (surviving) Crop gives also a Nutrition bonus according to how many different nutrients you got: **for each different color, you get 1 point**, so if you get all 5 kinds of Crops you get a bonus of 5 points.

Additionally, if you have the Woman card played on the  side, each color gives you **1 additional point**. If you have also the *Nursery Improvement* in play, each color gives you a total of **3 points**.

End of the year and beginning of new year

Crops surviving the weather, as well as any Improvement, will stay for the next year(s), too.

Discard all Youngs on all Crops.

Each player gets back his Woman card, regardless how it was used.

Putting all Weather cards under the last one revealed: it will be the first of a new Weather line.

The new dealer will be the player on the right of the previous one: he will deal 5 Crops cards to each player.

Now players will start another year.

End of the game

After 4 years the game ends: the player with most points wins.

In case of a tie, the player with most colors among Crops wins. If a tie still holds, the player with most Crop cards wins.

ADVANCED RULES

Simple Improvements

Improvements are in the same deck of Crops. They represent structures and improvements to the Crops and are played below the Crops, on a separate line:



Most Improvements give a Weather symbol to all of your Crops: e.g. with the *Irrigation* shown above on the left, all of your Crops need a ☔ symbol less from the Weather to survive (of course, no effect on Crops which do not need that symbol).

The Market

At the start of each year, reveal the **first 3 Crop cards** of the deck and put it face up at the center of the table (if any of them is an Improvement, discard it and draw a new card to replace it): then, put the **next 2 cards** of the deck, face down, near them.

At the end of the year, after accounting for the Harvest and the Nutrition, reveal all Market cards: players also get **1 point for each card of their Crops equal to one in the Market**. If that Crop has also one or more cards on it (be them Young, Woman, the *Nursery* or the *School*) it scores **2 points instead of 1**. If there are multiple copies of a same cards in the Market, they sell accordingly, so you may score up to 5 points for a Crop if *all* the Market cards are of the same kind.

Any Improvement card in the Market is useless and won't give any point.

TEAM RULES

With 4 or more players, you may play in teams. Use the Advanced rules of the game and add the following ones.

Special Improvements

There are 6 special Improvements with unique effects on the game:



Market Study: At the start of each Year, you may lookup **one** of the face down Market cards (see **The Market** rules above).





Hospital: protects the Youngs from the **Fire** Event. Also, at the end of the year, you may keep **2 Youngs** of your choice: however, you cannot move them to other Crops, and if a Crop is discarded the Young on it is discarded, too. Does not apply to Woman cards.



School: play it under one of your Crops. Counts as **2 Young** cards. The School is discarded if the Crop where it is attached is discarded. Also, it leaves the game at the end of the current Year.



Nursery: play it under one of your Crops. Counts as an additional Woman  card, thus **doubling your Nutrition bonus**. If you also have the actual Woman  card in play, you score 3 points for each color. Always discard at the end of the year.



Pest Control: when a Pest card forces you into discarding all Crops of a single color, you may instead discard this one. Does not protect against Natural Disasters.



Traditional Knowledge: instead of discarding a Crop by a Natural Disaster, you may choose to discard this one instead. Does not protect against Pests.

Teams

Woman cards have a different color: at the beginning of each year, players with the same color now join their forces for that year:

- before playing a any card, they may talk to find a common strategy;
- all Improvements of a player apply also to his teammate;
- the Market is also shared: sum up the selling of both players and give the total to both of them.

The **Harvest** and the **Nutrition** are still personal and not joined together.

Use of Special Improvements in Team mode

- **Market Study:** both players may peek at the same one card.
- **Hospital:** applies to one of your teammate's Youngs, too.
- **Pest Control:** if discarded, protects your teammate's Crops, too.
- **Traditional Knowledge:** protects one Crop of yours and one of your teammate's.

Special rules with 5 and 7 players

Deal the Team cards normally: obviously, one player won't have any teammate.

This player plays alone for that year: as a pay off, he will always double the scores of his Nutrition and Market as well.

Special rules with 2 players

After playing a card, discard a card of your choice before passing your cards to the other player. When you receive the cards, draw another card from the deck.

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