

My Happy Farm

A game for 2-4 players aged 8 and up.

Time of play: 30-45 minutes.

Components

- ① playing field
- ② 4 personal playfields
- ③ 70 seed cards
 - 20 beet root cards
 - 19 clover cards
 - 16 corn cards
 - 15 oats cards
- ④ 20 feeding cards
- ⑤ 32 animal cards (4 muzzle and 4 tail cards for each)
 - sheep
 - rabbit
 - pig
 - cow
- ⑥ 4 help cards
- ⑦ 8 action markers
- ⑧ first player marker



Game set up

(4-player variant is described here, 2- and 3-player variants are listed below)

The basic version of the game doesn't require the playing field and the markers, so put them in the box.

Shuffle the deck of seed cards. Form "the market" with 6 face-up cards, placing them in the middle of the table for all players to reach easily. Place the rest of the seed cards face-down near the market.

Shuffle the deck of feeding cards. Form "the pasture" with 6 face-up cards, placing them in the middle of the table. Place the rest of the feeding cards deck face-down near the market.

Each player gets 3 random seed cards, 1 personal playfield and 1 set of animals (8 cards – one muzzle card and 1 tail card for each of four animals).

The personal playfield and animals are placed in front of the player.

The player who was the last to feed his real pet starts the game.



Important! At the start of the game, place the animal muzzles so that the "-5" mark side is facing up, and the animal tails so that "+3" mark side is facing down.

Turn structure

- I. Crops ripening
- II. Perform actions

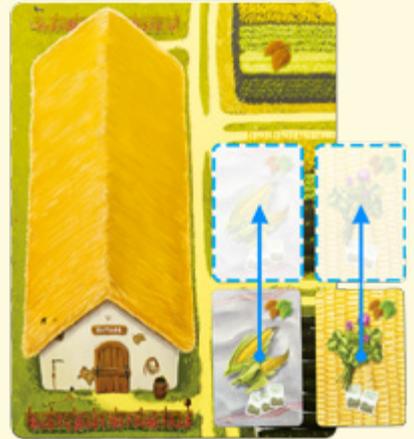
I. Crops ripening

At the start of his/her turn the player moves all his/her seed cards to the next area (summer or fall) on the personal playfield. If, at the beginning of the turn, fall area already contains some seed cards, these cards are discarded – the player has no time to harvest them (see “Harvest crops in fall”).

II. Perform actions

Each turn players may perform 2 out of 6 possible actions:

- Sow seeds
- Harvest crops in summer
- Harvest crops in fall
- Feed animals
- Change forage for seeds
- Get a seed card



The player decides by him/herself in what order to perform the actions. In his/her turn the player may perform each action just once, so each player performs 2 different actions.

Sow seeds

The player can sow seeds by placing the appropriate cards from his hand on the personal playfield at **spring** area.

Each turn it is possible to plant **1-2 seed cards of different types**, or **3 seed cards of the same type!**

Harvest crops in summer

 If the personal playfield contains seed cards at **summer** area it is possible to harvest crops and move the appropriate cards to the “**barn**”.

Only corn and/ or clover can be harvested in summer (beet root and oats completely ripen in fall).

If part of the sown seeds has not ripened yet or if there is no place in the barn for the whole harvest, it is possible to harvest only part of the crop moving corresponding cards to the barn.

After getting into the barn seed cards become forage cards. **Forage** is used for feeding animals (see “Feed animals”) and changing them for new seed cards (see “Change forage for seeds”).

Harvest crops in fall

 If the personal playfield contains seed cards at **fall** area, the player harvests crops moving the corresponding cards to the “**barn**”.

In fall the players can harvest all kinds of crops (the harvest is completely ripe). If the “barn capacity” cannot store the whole crop, the player can harvest just a part of it by moving the corresponding cards to the barn.



Important! Each player can store no more than 6 cards in the barn at the same time. If there are more than 6 cards, the player must discard superfluous cards of his/her choice to the discard pile of seed cards.



After getting into the barn seed cards become **forage** cards. Forage is used for feeding animals (see "Feed animals") and changing it for new seed cards (see "Change forage for seeds").

Feed animals

If there are some **forage** cards in the barn the player can feed the animal. To do this the player must discard to the discard pile of seed cards the number of corresponding forage cards from the barn equal to the number indicated in the feeding card, and place the feeding card between the muzzle card and the tail card of the corresponding animal. If the player has enough cards in the barn, it is possible to feed several animals in one turn or to feed one animal several times. Once the player has fed the animal, he immediately lays out new feeding card from the feeding deck. So it is possible to feed animal with the feeding card that has just come into play.

Important! If the crop is not harvested in fall it will be spoiled next turn, and the cards will be discarded to the discard pile of seed cards, the player has no time to harvest crops (see "Crops Ripening").



— any forage card

Important! After an animal's first feeding, flip its muzzle card over so that the "-5" mark side is facing down. During the game players have to feed the animals of each types (rabbit, pig, cow, sheep) at least one time. If the player doesn't feed at least one type of the animals, at the end of the game he/she will receive penalty points for each not fed type of animals (see "Scoring penalty and bonus points").



Change forage for seeds

If there are some **forage** in the barn the player may choose to change it for seeds. To do this the player discards forage card from the barn to the discard pile of seed cards and takes from the market into his/her hand seed cards in number indicated in the forage card (for oats the player takes 5 seed cards, for beet root – 4, for maize - 3, for clover - 2). Once the player took the seed card, he/she immediately lays out a new card from the deck at the market. So it is possible to get the card that has just being laid out. It is also possible to draw the upper card from the deck if neither seed card displayed at the market is suitable.

During his/her turn the player may change only one forage card to the seed.

If the market happens to contain all 6 seed cards of one type (maize, clover, oats or beet root) the cards are discarded and new market is formed from upper 6 cards from the seed deck.

If the deck of seed cards is over, form a new deck shuffling the discard pile.

Get a seed card

The player takes one upper card in his/her hand from the deck of seed cards.

The end of the turn

After the player has performed his/her two actions, his turn is over and the turn of other player starts (in clockwise order) from the phase of "crops ripening".

The end of the game

If, after one player has fed the animal, it is impossible to re-fill the row of feeding cards from the feeding deck (the deck has run out), the player ends his/her turn, the other players take 1 more turn and then the game is finished.

Scoring

Each feeding card has a number of victory points.

Players add the points of all the cards they managed to feed to their animals during the game.

Scoring penalty and bonus points

If the player didn't feed all types of the animals in the game, he/she must subtract 5 points from the total score for each unfed animal.

If a player has **“the best fed animal of certain type”** (the animal received more feeding cards than the animals of the same type of the other players), flip over the tail of this animal with the +3 mark side face-up – the player gets **3 bonus victory points**. If neither player has fed his/her animal best (sheep, cow, rabbit, or pig) no one gets bonus points.



$$6+8+4+3-5+3+2+4(+3)=28$$



$$4+5+7+5+6(+3)+5=35$$

The players count up all their victory points and the player with the biggest number becomes the winner. In case of a tie the player with the biggest number of the best fed animals wins. If the results are still tied then players share the victory.

3-player variant



The rules do not change. Take away from the feeding deck cards with a ladybird in the upper part (there are 4 such cards, one feeding card for each type of animals).



2-player variant



The rules do not change. Take away from the feeding deck cards with a butterfly and a ladybird in the upper part (there are 8 such cards, two feeding cards for each type of animals).



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