

Farm Club

— ADDRESS OF NAPOLEON, THE PIG —

“We have just got rid of the farmer and have taken control of the farm. We now have to work and prove to those humans that we can grow better crops. But beware, I have heard of other smouldering revolts in this very farm. Our dogs will have to enforce order if we are to be the perfect ‘Animal Farm’, a sustainable model that our birds can pass on to neighbouring farms.”

Components

45 **Goal** cards



9 **Clan** cards



5 **Farm** boards



9 **Animal** pawns of each 6 species



15 **Bird** tokens



1 cloth bag (colour may differ)



The game

Farm Club is a worker-placement game played in 9 rounds. During each round, players choose a set made up of one **Goal** card and one **Animal** pawn to be added to their **farm**.

Depending on where you place your **Animals** in the farm, you may (or may not) reach your **Goals**. These goals will earn you points at the end of the game. Each **Bird** token still in your possession will also earn you points.

Setup

IMPORTANT:

Depending on the number of players, place a certain number of animals in the bag:

- 5 players: all the animals (9 of each species)
- 4 players: 8 animals of each species
- 3 players: 6 animals of each species
- 2 players: 5 animals of each species

(Leave the remaining Animals in the box)

1. Set up the Election space:

Shuffle the **Clan** cards and reveal one card per player + 1 card (the remaining cards are placed back into the box). Put one **Animal** pawn of each species (taken from the bag) above the cards: these **Animals** are called **Leaders**.

2. Set up the Hiring space:

Shuffle the **Goal** cards. Pile them up under the

Election row and reveal three cards from the pile. Then, underneath each **Goal** card, place one **Animal** that you have randomly picked from the bag.

3. Place the **Bird** tokens on the table within reach of each player.

4. Each player gets a **Farm** board and randomly chooses the side on which to play.

The last player to have been attacked by an animal starts the game (a mere cat scratch will do).



Game turn

When your turn comes, complete the steps below in the following order:

1 Call on the **Birds** (optional)

2 Hire an **Animal** OR elect a **Leader**

3 Harvest

Then the next player's turn begins.

1 **CALLING ON THE BIRDS** (optional)



If you have a **Bird** token, you can put it back in the common stock to replace all 3 **Goals** OR all 3 **Animals** in the hiring space 2 with 3 new **Goals** OR 3 new **Animals**.

Put the replaced **Goals** or **Animals** back into the deck or in the bag.

You can spend as many **Bird** tokens as you want during your turn.

Note: At the end of the game, each unused **Bird** token will earn you 1 point.

2 **HIRING AN ANIMAL OR ELECTING A LEADER**

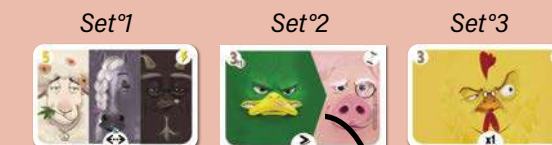
Hiring an Animal

Choose a set of one **Animal** + one **Goal** among the three animals and goals of the **Hiring space** 2.

Place the **Goal** card next to your board and the **Animal** pawn on any **empty space** on the board, **except the Farmer's house**, which is meant only for the **Leader** (See p. 4: Electing a Leader).

If you place an **Animal** in one of the two **pens** (top left/bottom right) and it matches the associated species, you win a **Bird** token.

Reveal a new set in the **Hiring space** 2.



Example: Herbert decides to hire and take the animal pawn/goal card set 2. He keeps the goal and places it next to his board. He places the Duck pawn in the top left empty pen of his board. As this one displays a Duck icon, Herbert takes a Bird token from the common stock. He could also have placed the duck on any of the other empty spaces ✓.

Electing your Leader

Just once in the game, during any of the rounds, each player has to elect their **Leader** by picking an **animal Leader** and a **Clan** card from the **Election space** 1.

Here, unlike the *Hiring space*, **Animals** are not linked to a specific card, so you may choose each of them independently of one another.

The chosen **Leader** can only be placed on the **Farmer's house** at the centre of your board.

The **Clan** card is placed next to the board.

IMPORTANT: Once you have chosen a **Clan** card and a **Leader**, do not fill the **Election space** with a new card or animal.



Example: George elects his leader during the 8th round (i.e the second to last round). His options are limited since all the other players have already elected their leaders. George places the horse on the intended location at the centre of his board. He

cannot fulfill any of the 2 cards requirements, so he decides to discard one of them to reorganise the Farm (see related section).

REORGANISING THE FARM

WHEN YOU PICK A GOAL OR A CLAN CARD, YOU CAN DECIDE NOT TO KEEP IT AND DISCARD IT INSTEAD.

Doing so allows you to reorganise your farm:

By moving one of your **Animals** to an empty space
OR
By swapping two **Animals'** places.

IMPORTANT:

- You can never move or swap places with your **Leader**.
- If you move an **Animal** to a pen matching its species, you do not win a **Bird** token.
- You cannot discard a card that you chose to keep during one of the previous round.

3 HARVESTING

There are 2 types of **Goals** (Immediate ⚡ and Deferred ⌚) that will allow you to "Harvest" points.

IMMÉDIAT ⚡

During this phase, you may validate one or more **Immediate Objective** cards, marked with a lightning bolt, if the conditions have been met.

Turn the card face down when its **Goal** is fulfilled.

Note:

- Even if the conditions of an Immediate Goal are no longer fulfilled at the end of the game (because the Farm was reorganised in the meantime), it remains valid.
- The pictures of the 2 pens are not considered as placed animals and cannot be used towards achieving a goal.
- Clan cards in the Election space are Immediate Goal cards.

DEFERRED ⌚

These **Objective** cards, marked by an hourglass, are only checked (and possibly validated) at the end of the game.

Note: Some Goal cards may indicate two different scores depending on whether the Goal has been partially or completely fulfilled (see the related section for a description of the different kinds of Goals).

DESCRIPTION GOALS

1 If these 2 animals are next to one another vertically or horizontally, turn this card face down. You will win **3 points** at the end of the game.

2 If these 3 animals are on the same row or column, turn this card face down. You will win **5 points** at the end of the game. **Bonus:** if the animal shown at the centre of the card is also located between the 2 other animals on the board, you may take a **bird token** immediately.

3 If these 5 Animals are amongst the ones you have in your farm, turn this card face down. You will win **6 points** at the end of the game.

4 You win **3 points** if the Animal on the left appears in greater number in your farm than the one on the right; **1 point** if they're in equal numbers.

5 You win **4 points** if this animal appears in greater number in your farm than the farm of the player sitting on your right; **2 points** if they appear in equal numbers in both farms.

6 You win **3 points** if you only have one animal of this species in your Farm.

End of the Game

When all the **Farm** boards are full (after 9 rounds), the game ends.

- Discard all **Goal** cards that you did not achieve.
- Rotate the deferred **Goals** you only partially achieved by 90°.
- Turn the **immediate Goals** you validated during the game face up.

Add all the points won with your **Goal** cards (both deferred and immediate) and add 1 point for each **Bird** token still in your possession.

The player with the highest score wins.

In case of a tie, the player with the least **Bird** tokens wins. If it is still a tie, victory is shared.

Acknowledgement:

The designer would like to thank his wife, friends and playtesters for all their help and advice. Main Playtesters: Konstantinos Karagiannis, Mike Georgiou, Haralampos Tsakiris

BLAM!

EXAMPLE TALLY

George's board

Laurine's board

IMMEDIATE ⚡ (achieved during the game)

1

2

3

Note: when George validated 1, he received a Bird token as a bonus because the chicken is between the two other animals on the board just like on the Goal card.

DEFERRED ⌚

4

5

6

7

George discarded 2 goals during the game to reorganise his farm. He still has 7 goals to tally up:

1 + 2 + 3 = 5 + 6 + 3 = 14 points.

4 + 5 = 3 + 1 = 4 points.

🐦 x 1 = 1 point

6 and 7 have not been validated.

In total, George's farm brings him a total of 19 points.