SUPER FARMER
The Card Game

Box contents:

110 cards

6 counters (colorful wooden sheep)

1 predator token

1 scoreboard

Goal of the game

The players are farmers. They compete for the "Superfarmer" title by adding animal cards to their farms. You will add cards to your farm and also use them as gifts for the other farmers. It's up to you whether your gifts will be accepted with a smile or a frown – and a promise to "return the favor".

Preparation for the game

1. Place the scoreboard in the middle of your gaming spot. You can put it on the straw in the box.
2. Each farmer takes 1 sheep counter in their chosen color. Everyone puts their sheep counters near the scoreboard.
3. The cards are shuffled and given to the players according to the following rules.

4-player layout example:

Player symbol (Farmer)

extra deck

GRANNA

Player symbol (Farmer)

extra deck

extra deck

Note: If you are playing with 4 or less players, remove all horse cards and the 4 cat cards.

Deal the cards to all players - according to the following table:

Number of farmers	Number of cards	Number of cards in the extra deck
2 and 4	8	8
3	8	6
5	6	6 and 4
6	6	6 and 6

What is the extra card deck?
It helps the players to maintain the flow of the game. Without it, the first farmer would have to wait for the whole round until the last farmer passes the cards to them; then only that player would be able to make a decision about their next step. The extra deck allows the players to plan their next move straight away.

4. Add cards to the extra decks – according to the table.
Put the extra decks next to the farmers according to the example from the top of the page.

In a 5-player game, put the first extra deck with the 6 cards next to the first farmer and the second extra deck with the 4 cards next to the fourth farmer.

In a 6-player game, place the first extra deck with the 6 cards next to the first farmer. Put the other extra deck with the 6 cards next to the fourth farmer.

How to play

The game lasts 2 rounds. Every round consists of 3 phases:
1. Manage your farm
2. Add gifts
3. Scoring

Phase 1 – Manage your farm
The farmer who recently visited a farm or the youngest farmer takes the first turn. The game is continued clockwise, until all the cards in the farmers' hands have been played. During the following round, turns are taken counterclockwise.

You must take 3 actions during your turn – in the following order:

I – Add one card to your farm.
II – Gift one card to another farmer of your choice.
III – Place the covered cards beside the farmer next in turn and then take the set of cards next to you.
If you are the beginning farmer, take all the cards from the extra deck closest to you.

There are two types of cards:
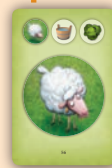
Animal cards
On the animal cards you will find small icons of:
• animals,
• cabbage,
• water,
• small and big dogs
(used only in the predator mode game).

Cat cards
Cats are "free spirits". They walk their own paths, and can be **added** to every existing set. They are basically **joker** cards. You can't create a new set of animals using a cat card.

I – Add one card to your farm

Choose one card from your hand and place it face up in front of you. If you already have such a card of the same animal type in your display, add it to form a column. Every next card of the same animal type must be added to this column. Place the cards so the icons on the cards are shown on top.

Chris chooses the pig from his cards and adds it to the previously played pig card.

Adding a card with the cabbage icon to your farm instantly gives you 1 point per cabbage icon on the cards above the card you placed (don't count the card that has just been placed).

Eve has added a sheep card with the cabbage icon in her turn. There are already two cabbage icons on the previously played sheep cards. Eve puts her counter 2 steps forward.

II – Gift a card to another farmer

Pick a card from your hand and place it horizontally in front of another player's farm as a gift.

You cannot give a card to a farmer who has already reached the card gift limit.

Number of farmers	Limit of card gifts per farmer
2	6
3 - 4	5
5 - 6	4

Note: If all other farmers have already reached the gift limit, discard the last card from the hand, draw a random card from the deck and add it to your own card gifts.

III – Give the rest of your cards to the next farmer

Pass all the remaining cards in your hand face-down to the farmer next in order (to the left - in the first round - or to the right - in the second round). Take the cards next to you (given by the player in order before you or cards from the extra deck).

Note for a 5-6 players game – In the first round, the starting and the fourth farmer draw cards from the extra decks. In the following rounds, the fourth farmer always draws the cards given to him in the previous turn.

Phase 2 – Add the gifts to your farm

After the last card has been placed on the table in the round, all the farmers simultaneously add the animal cards they have received to their farms - in any order. If necessary, add points from those cards with cabbage icons. Then add the cat cards you have received - in the order of the round, from the starting farmer.

Phase 3 – Scoring

At the end of each round, the points are counted.
This is done in two stages:

1. Farmers count points for each column of animals – in the following order: rabbit, chicken, sheep, pig, cow, horse (in the game for 5-6 players).

Starting with the rabbit, each farmer sums up the animal icons (without counting the dog icons) on a given animal card type (including the cat cards). The farmer with the most animal icons moves his counter as many stones as there are animal icons in the counted column.
In the event of a tie, all tied farmers earn points.

Marta has counted her rabbit cards. She has a total of 3 rabbit icons. At the end of the round she adds one cat to the column of rabbits. It acts as a joker, giving Marta a total of 4 icons in the rabbit column.
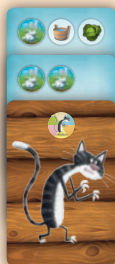
Robert has only 3 rabbit cards in his column.

Marta moves her counter by 4 stones on the scoring board.

2. After counting the points for all the columns:

+ add 1 point for each water icon on your farm,
− subtract 1 point for each cat card on your farm.

Marta has only 1 water icon on her cards, so she moves her counter by 1 stone on the scoring board. Then she moves her counter back by one stone, subtracting one point for the cat card. (This means that the counter stays where it was before)

Robert has 3 water icons on the rabbit cards - so he moves his counter by 3 stones.

Water icons – Advanced Mode

Each farmer checks his columns for the one with the smallest number of water icons (also including those with 0 water icons) and then declares this number. The farmer who declares the highest number, but not less than 1, earns 1 point for each water icon on his farm. The rest of the farmers do not receive any points for water. **Note: If all the farmers have declared 0, none of them will receive any points.** In case of a tie, all tied farmers earn points.
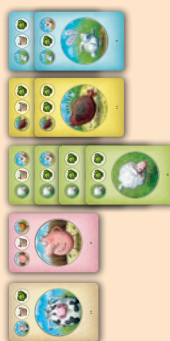
At the water scoring phase of the 1st round, Eve declares the number 0. Aleksander and Yaniv declare the number 1. Eve won't gain any points for water. Aleksander and Yaniv are tied and both of them score for all their water icons on their farms. Aleksander gains 8 points and Yaniv gains 5 points.

Aleksander's farm

Yaniv's farm

Eve's farm

After the points have been awarded, the cards played remain on the table. The person to the right of the first farmer becomes the first farmer. In the second round the order of turns changes to the counterclockwise direction and the farmers hand over the cards to the people on their right. After counting the points from the second round, the game ends.

End of game

The farmer with the highest score is the winner. In the event of a tie, the farmer with the longest animal column (i.e. the highest number of cards of its kind) wins. If there is still a tie, players enjoy the victory together.

Advanced mode – predators

On some animal cards there are icons of small and large dogs (they have the same function – preventing predator attacks). The predator mode uses a double-sided predator token. At the beginning of each round, the beginning farmer tosses the predator token. The result of this toss (wolf or fox) determines which predator will attack in this round in the scoring phase.

The fox attacks rabbits, chickens and sheep.

The wolf attacks pigs and cows.
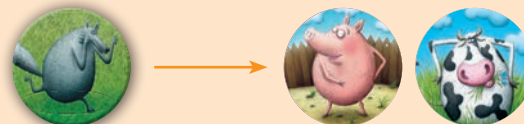
Predators attack at the beginning of the scoring phase but before checking, who has the most icons for each type of animal.

For each animal attacked, farmers sum up the number of dog icons on the cards played. If all farmers have the same score (including 0), the predators do not attack. If at least one farmer has more dogs than others, then those farmers (one or more) with the least number of dogs will be attacked by a wolf or a fox. The attacked farmers must remove one animal card of their choice from the attacked column (the cat card cannot be removed). Once the attacks on all the animals that the predator is hunting have been considered, you move on to the point counting phase. In the rare event that a predator attack leaves only cat cards (one card or more) in the animal column, all cards in the cat column must be removed from the game.

> If you want the game to be even more challenging,
> you can play the predator mode without the use of the predator token.
> In each round, both the wolf and the fox will hunt.

Team mode

This mode is suitable for 4 or 6 players. A team in a 6-player game can consist of 2 or 3 players. Farmers from one team cannot sit next to each other and cannot tell each other what cards they have in their hand. Players can suggest who is worthy of receiving a gift card. After the partner has revealed which card he wants to give to another farmer, the team members can advise him on the option (regardless of whether the card is to be given to an opponent's farm or to a team member). All team members share 1 scoring counter. When the farmers score points, they move their team counter by the appropriate number of stones on the board. The team with the most points wins.

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