



My FARM SHOP

A tactical competition between farms for 2 to 4 clever agriculturists aged 8 and up by Rüdiger Dorn

Gone are the days when you harvested your crops from your bucolic farm and delivered them to the local co-op. Nowadays, no farm can do without its own small farm shop!

Produce organic products on your farm and sell them for profit in your farm shop. Benefit from activities in your village community. Will you be successful in making the most profit?

Components

Base Game



4 Farm Player Boards (2-sided)

Jump-Start Module



1 Market Board



100 Goods Tiles
(25 each of honey, egg, wool, milk)



40 Burlap Bag Tiles



24 Sunflower Tiles



4 50/100 Coins Tiles (in 4 colors)



4 Coin Counters
(in 4 colors)



3 Dice



59 Field Cards
(with different backs)



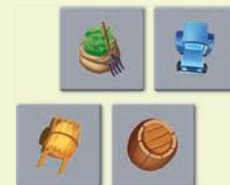
4 Farm Shop Boards
(in 4 colors)

Expansion Module Jump-Start



10 Jump-Start Cards

Expansion Module Farmer



40 Transport Tiles
(10 each of sack, tractor, wheelbarrow, and barrel)



1 Farmer Card

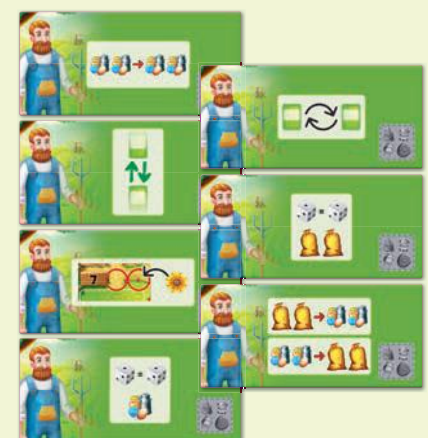
Expansion Module Goals



6 Goal Cards



8 Goal Tiles
(2 each in 4 colors)



7 Farmer Skill Tiles

Game Setup

Prepare the game as follows:

- 1 Place the **Market** in the middle of the playing area.
- 2 Randomly place the **6 Field cards** with the 🌱 faceup in the 6 numbered Market Stalls.
- 3 Sort the remaining **Field cards** by the numbers 1 to 6 on their back and form 6 stacks. Shuffle each of these stacks facedown. Then, take a number of cards from each stack based on the table below and form a facedown **Field deck** as follows: The cards with the number 6 will be on the bottom, with the cards with number 5 on top of them, and so on until the cards with 1 on the back are on the top of the stack. Place the Field deck next to the Market. Return all unused Field cards back to the box as you will not need them for this game.

Field Cards needed for:	1	2	3	4	5	6
2 Players	5	5	5	3	7	2
3 Players	7	5	6	3	8	3
4 Players	8	6	8	4	9	4

- 4 Each player takes **1 Farm Shop**, **1 Coin counter** and **1 50/100 Coins tile** of the same color as well as **1 Farm**. Place your Farm in front of you with the side showing a house with a red roof at the bottom (without tractors) facing up. Place your Farm Shop next to your Farm.
- 5 Place your Coin counter on the 0 space of the score track on the Market. Place your 50/100 Coins tile in front of you.
- 6 Place all of the Goods, Burlap Bags, and Sunflowers as a **general supply** next to the Market.
- 7 Each player takes **1 Good of each type** (honey, milk, wool, and egg) and places each Good on a separate space in their Farm Shop.
- 8 Each player takes **2 Burlap Bags** and places them on their Farm between the house and the barn.
- 9 The player who most recently visited a farm takes the **3 Dice** and **will be the start player**.

There are 3 expansion modules included in this game. For the first few games, we recommend that you only play with the rules for the base game without using these modules. If you decide to do so, you can return the materials for these modules to the box.

If you want to add 1 or more of the expansion modules to the game, please read the Expansion Modules section starting on page 6 for how to setup and play them.



Goal of the Game

Each of you has a small Farm comprised of 10 fields. Activating these fields provides unique actions such as producing Goods or selling Goods, which is how you earn Coins.

You can improve your Farm by taking Field cards from the Market. This will allow you to increase or change what happens when you activate your fields.

Whoever has the most Coins at the end of the game wins.

Course of the Game

Summary of Play: Players will take turns in clockwise order with the start player taking the first turn. When it is your turn, you first improve your Farm and then you activate a field. All other players also activate a field on their Farm at this time. This allows everyone to benefit from an action each turn such as producing or selling Goods. .

In Detail: When it is your turn, perform the following steps in order:

1. Roll the Dice (only you)
2. Improve your Farm (only you)
3. Activate a field (all players)
4. Refill the Market (only you)

1. Roll the Dice (only you)

Roll all 3 dice. Choose 1 die and place it on the Market Stall corresponding to the number of the selected die and take the Field card there.



You may pay 1 or more **Burlap Bags** to alter the number of that die in order to take a different Field card from the Market than the number on the die chosen. (See also page 5, Gaining and Paying Tiles.) For each Burlap Bag that you pay, you may alter the number of the die upwards by 1 (to a maximum of 6) or downwards by 1 (to a minimum of 1). This means in order to change the die result from a 1 to a 6 (or vice versa) you must pay 5 Burlap Bags.

***Example:** It's Anna's turn. She rolls 2, 3, and 4 on the 3 dice. She chooses the 4 die and pays 2 Burlap Bags to use it as a 6. She places the die on Market Stall 6 and takes the Field card there.*



2. Improve your Farm (only you)

Place the Field card taken in Step 1 and place it on a field of your choice on your Farm. Covering the previous field provides you with a new field. If there is already a Field card there, it is discarded back to the box as you can only have at most 1 Field card on each of your Farm's fields.

3. Activate a Field (all players)

Add up the numbers of the 2 remaining dice. The resulting total indicates the field number **each player may activate** on their Farm to perform the corresponding action.



Each player may pay 1 or more Burlap Bags to alter the dice result in order to activate a different field than the one rolled. This is done similarly to step 1. Roll the Dice (to a maximum of 12 and to a minimum of 2).

Important: You can alter the result from 12 to 11 with 1 Burlap Bag, but you can't alter the result from 12 to 3 with 1 Burlap Bag just because field 3 is right next to field 2/12. You will need to pay 9 Burlap Bags to do this.

Important: Paying Burlap Bags, you only alter the die result for yourself! In other words, you are not actually turning any die to another number. The original die numbers still apply to everyone else.

***Example:** Anna has 2 dice remaining with the numbers 2 and 3 for a total of 5. She pays 1 Burlap Bag so she can use a 4 instead of the total dice roll of 5 and activates the corresponding field on her Farm. Bert pays 2 Burlap Bags so he can activate field 7 because he doesn't want to activate field 5. The dice always remain on the rolled numbers (in this case 2 and 3). They are not changed. Thus, if Chris doesn't pay any Burlap Bags, he activate field 5.*

A detailed explanation of the different actions that each field provides when activated can be found on page 4 (Field Actions).

Note: If this is your first time playing My Farm Shop, we recommend having each player activate their field one by one in clockwise order beginning with the player who rolled the 3 dice. In later games, everyone may activate their field simultaneously to speed up the game.

4. Fill the Market (only you)

Place a new card from the top of the Field deck faceup in the empty Market Stall.

Pass the 3 dice to the player to your left so they can begin the next turn.

Field Actions

The highlighted central area of a field shows the action performed when it is activated.

If only Goods, Burlap Bags and/or Coins are depicted, gain it all as shown.

Everything that you gain from a Field Action is called its **production**.



You receive 2 eggs.



You receive 1 Good of your choice.



You receive 2 Burlap Bags and 1 Coin.



Some Field cards may only be used once. When you activate a Field card with a 1× icon and red background, you carry out the action and then immediately discard the card to the box. (This will make the field that was under the card visible again.)



Gain 1 honey and 1 egg and 1 wool and 1 milk. (Then, discard this card.)



Gain your choice of 3 **identical** Goods. (Then, discard this card.)



A **red** arrow means that you must pay everything depicted on the **left** of the arrow to gain everything depicted on the **right** of the arrow. You may only use this once per activation.



Pay 1 honey to gain 3 Coins. (You can't discard additional honey to use this multiple times.)



Pay 2 **identical** Goods and 2 **other identical** Goods to gain 1 Burlap Bag and 7 Coins.



Pay 1 Burlap Bag to gain 2 Goods of your choice.



Discard 1 Field card from your Farm to gain 4 Coins. Note: This card may not be used to discard itself.

There are Field cards with 2 separate areas with icons. If you activate a field with one of these cards, you must choose 1 of these areas to activate. You don't get to activate both areas.



Either gain 1 honey and 1 egg OR pay 1 honey and 1 egg to gain 6 Coins.



A **green** arrow means you may activate the field the arrow is pointing to instead.



Activate the field above this field.

Example: If this card is on field 9 and you activate it, field 4 is activated instead.

Note: This card may only be placed on fields 7-11!



Activate either the field to the left or the field to the right of this field.

Example: If this card is on field 9 and you activate it, you can choose whether field 8 or field 10 is activated instead. If this card is on field 6, it must activate field 5 instead because you can't activate field 7 as it is not to the left or right of field 6.

Important: Burlap Bags must always be paid (to alter the dice result) **BEFORE** activating a field and then you use the green arrows **AFTER**.

Important: You may activate a field with a green arrow to activate another field with a green arrow.

Sunflowers


Some fields produce Sunflowers when activated.



You gain 1 Sunflower
(Then, discard this card.)



Pay 2 Goods of your choice to gain 1 Sunflower.

Whenever you gain a Sunflower, place it on one of the designated spaces  in each of your fields. As shown on your Farm, you can assign a maximum of 2 Sunflowers to fields 2/12, 3, 4, 5, 9, 10, and 11. You can assign a maximum of 1 Sunflower to fields 6 and 8 and you can't assign any Sunflowers to field 7.

Each Sunflower gives you a bonus by increasing the production of the corresponding field by a total of exactly 1 item. If you produce several different items, you may choose to produce 1 more of 1 of those items.

This applies to each Sunflower individually. If you have 2 Sunflowers assigned to a field, you could choose 2 different items as a bonus, if possible.



You gain 2 (1+1) milk.



You gain 4 (3+1) **identical** Goods of your choice.
(Then, discard this card.)



Either gain 2 (1+1) honey and 1 egg OR 1 honey and 2 (1+1) eggs OR pay 1 honey and 1 egg to gain 7 (6+1) Coins.



Either gain 3 (2+1) Burlap Bags and 1 Coin OR 2 Burlap Bags and 2 (1+1) Coins.



Either gain 4 (2+2) Burlap Bags and 1 Coin OR 3 (2+1) Burlap Bags + 2 (1+1) Coins OR 2 Burlap Bags and 3 (1+2) Coins.



Fields with this icon receive **no** bonus from Sunflowers when activated.

Some fields require you to pay Sunflowers to produce.



Pay 1 Sunflower and 1 Burlap Bag to gain 5 Coins.

Note: If you pay a Sunflower that is above this field with its activation, you will not receive a bonus for that Sunflower!

Gaining and Paying for Tiles

Whenever you gain Goods, Burlap Bags, or Sunflowers, take them from the general supply. Whenever you pay with any of these items, return them to the general supply.

The number of tiles in the game is unlimited. If the general supply runs out, you may use spare change, gummy bears, or other suitable substitutes.

You must place all of the Goods you receive in your Farm Shop, which has a **maximum storage capacity of 16 Goods**. If you gain more Goods than you can fit in your Farm Shop, you must **immediately** return any excess back to the general supply. You may choose to return Goods from both those you already have in your Farm Shop as well as Goods just received.

Burlap Bags are not stored in your Farm Shop. Place them in the area between the house and the barn.

Coin Track

Whenever you gain Coins, advance your **Coin counter** on the score track the corresponding number of spaces. As soon as your Coin counter reaches or exceeds 50, place the **50/100 Coins tile** of your color **next** to the 50 space on the score track with the 50 facing up.

Example: Anna has 48 coins. She gains 5 Coins. She places her 50/100 Coins tile with the 50 side faceup next to the 0 space and advances her Coin counter to space 3 on the score track. This indicates that she now has 53 Coins.



Later, if your Coin counter reaches or exceeds 100, flip the 50/100 Coins tile over (from 50 to 100).

Game End

The game ends as soon as a player is unable to refill the Market with a Field card because the deck is empty. (You are allowed to count the number of cards left in the Field deck at any time during the game.)

Note: Based on the number of players, the number of Field cards is adjusted during setup so that everyone will have the same number of turns rolling the dice.

Final Field Activation: Now, each player may activate 1 of their fields (without rolling the dice).

Once this is completed, whoever has the most Coins wins. In case of a tie (for any position), all tied players for that position add up their Goods and Burlap Bags. The player with the highest total wins the tie. If still tied, the tied players share the position.

Expansion Modules

This game contains 3 expansion modules that offer new options and variety in game play. After you have gained experience with the base game, you can add 1 or more modules in any combination.

Jump-Start Module

Jump-Start lets you start with different Farm layouts. This allows you to pursue a more calculated strategy early in the game.

During setup, follow the rules for the base game with the following changes:

- In step 4, place your Farm in front of you with the side showing a house with a black roof and a tractor on the bottom facing up.

Perform these additional steps at the end of setup:

- Shuffle the Jump-Start cards and create 1 set of 2 cards for each player faceup in the play area. (Return all remaining cards to the box as you won't need them for this game.)
- Starting to the right of the player with the 3 dice, each player chooses 1 set of 2 cards in counterclockwise order. The player with the 3 dice chooses last but will start the game.
- Place the 2 cards you have selected in fields 4 and 8 on your Farm. You chose which card to place on which field.

All other rules remain unchanged.

Note: If you activate a Field card in field 4 or 8 with a 1× icon, you must discard it as usual after activation. This creates an empty field, which will produce nothing when activated until you put another Field card there on a later turn.

Farmer Module

There's lots of work to do on your Farm. To work more effectively, you can use the various means of transport that are available. However, when using transport, you lose an opportunity to improve your fields.

During setup, follow the rules for the base game. At the end of setup, perform these additional steps:

- Mix all Farmer Skill tiles facedown and then turn 4 of them faceup. (Return all remaining tiles to the box as you won't need them for this game.)
- Place all Transport tiles in the general supply,

- Randomly assign 1 different type of Transport tile to each Farmer Skill tile. It doesn't matter which Farmer Skill gets which Transport tile.
- Roll 1 die. Replace the Field card in the Market Stall that corresponds to the number rolled with the Farmer card. (Return the Field card to the box as you won't need it for this game.)

Note: If you are also playing with the Jump-Start module, select your Jump-Start cards **after** setting up the Farmer Module.

Make the following changes to game play:

During step 1. Roll the Dice: Whenever you place the die on the Market Stall with the Farmer, change the next steps as follows:

- Take the Farmer and place it crossways on top of the Field card deck. (This serves as a reminder for what you need to do later – see below.)
- Skip step 2. Improve your Farm. Instead, take **2 different types of Transport tiles** from the general supply.
- In step 4. Fill the Market: First, replace 1 of the 5 Field cards in the Market Stalls with the Farmer card and discard the Field card. In other words, you **can't return** the Farmer to the empty Market Stall where it started this turn! Then, as usual, place the top card of the Field deck on the empty Market Stall (where the Farmer was at the start of your turn).

The following rules apply to the Transport tiles:

- If the Transport tile you want is not available in the general supply, you may take it from another player.
- Transport tiles must be stored in your Farm Shop similar to the Goods. The storage capacity of 16 tiles maximum now applies to Goods and Transport tiles.
- On every turn, no matter who the active player is, you may pay 1 Transport tile to use the matching Farmer Skill once. You may do this any number of times, but you may pay each type of Transport tile **only once** each turn. A detailed explanation of each Farmer Skill and when it can be used is given to the right.
- You may also use Transport tiles during the final field activation. Again, each type of Transport tile may only be paid once.
- At the end of the game, you receive 1 Coin for each Transport tile in your Farm Shop.

All other rules remain unchanged.

Farmer Skills



During Step 3. Activate a Field: If the 2 remaining dice both show the same number, you may pay the corresponding Transport tile to gain 1 Good of your choice. (Note: Since the numbers on the dice do not change due to the use of Burlap Bags, they can't be used to alter this effect.)



During Step 3. Activate a Field: If the 2 remaining dice both show the same number, you may pay the corresponding Transport tile to gain 2 Burlap Bags. (Note: Since the numbers on the dice do not change due to the use of Burlap Bags, they can't be used to alter this effect.)



At any time, you may pay the corresponding Transport tile and 2 Goods of your choice to gain 2 Goods of your choice.



At any time, you may pay the corresponding Transport tile and EITHER pay 2 Burlap Bags to gain 2 Goods of your choice OR pay 2 Goods of your choice to gain 2 Burlap Bags.



When you gain 1 Sunflower, you may pay the corresponding Transport tile to assign the Sunflower to field 7, as if the necessary sun icon was available. You may have a maximum of 2 Sunflowers assigned to field 7.



You may pay the corresponding Transport tile to choose any 2 of your fields and exchange their Field cards. Both chosen fields must contain Field cards, or you can't use this ability.



During Step 3. Activate a Field: You may pay the corresponding Transport tile to activate the field above or below the field you would normally activate. You may use Burlap Bags to alter the dice result before you choose the field to activate, as usual.

Example: The dice result is 7. Bert uses a Burlap Bag to activate field 6 instead. Then he discards the corresponding Transport tile to activate field 11 instead as it is below field 6.

Goals Module

Your village community has organized some competitions between the Farms. Whoever completes certain specified goals first will receive generous rewards.

During setup, follow the rules for the base game. At the end of setup, perform these additional steps:

- Shuffle all Goal cards facedown and then turn 2 of them faceup. (Return all remaining Goal cards to the box as you won't need them for this game.)
- Each player takes the 2 Goal tiles in their player color.

Note: If you are also playing with the Jump-Start module, select your Jump-Start cards **after** setting up the Goals Module.

The following rules apply during game play:

- The first player to meet the conditions of a Goal card gains 6 Coins.
- The second player to meet the conditions of a Goal card gains 3 Coins.
- If more than 1 player meets the conditions of a Goal card on the same turn, they all gain the corresponding number of Coins.
- Players may only fulfill each Goal once. When you meet the conditions of a Goal card, place 1 of your Goal tiles on the card covering the number of Coins you received. This indicates you have already fulfilled this goal.
- At the end of each turn, if a Goal card was fulfilled by at least 2 players, turn it sideways to indicate that **no other player can fulfill this Goal** for the rest of the game. So, if more than 1 player meets the conditions of the Goal card for the first time (scoring 6 points, each), no other player will be able to fulfill the Goal card.

All other rules remain unchanged.

Goal Cards



Have 5 or more Farm Shop icons on your fields.



Have 6 or more **identical Goods** (of any type).



Have 8 or more Burlap Bags.



Have 5 or more Sunflowers.



Have Field cards on all 5 fields in the top row of your Farm. (You may have cards on the lower row as well.)



Have a fully stocked Farm Shop, i.e. 16 Goods and/or Transport tiles.

Impressum

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