

FARMAGEDDON

FARM FRESH EDITION

INTRODUCTION

Farm fresh produce is in higher demand than ever! There's just one problem. Well, several. Higher demand means more yay-hoos trying their hand at the soiled science. There are also rampant dust storms, errant robotic threshers, and... Frankencrops? No worry. As they say, the early bird gets the worm — and any taters attached to that worm.

Farmageddon is a game of skillful hand management for 2-4 players that takes 30 minutes to play. Choose when to plant, what to fertilize, and with a little luck, you'll be the master of the farmers' markets when the dust settles.

COMPONENTS AND SETUP



- 1 Shuffle the **60 Crop cards** and set the deck aside as a draw pile.
NOTE: In a two-player game, remove 20 cards at random from the game after shuffling.
- 2 Shuffle the **45 Farmer cards** and set the deck aside as a draw pile.
- 3 Place the **Reference card** within reach of all players.
- 4 Deal three Crop cards and four Farmer cards to each player. The player who most recently ate corn takes the first turn (high-fructose corn syrup counts). If nobody has consumed corn recently, the player who taught the game takes the first turn.

THE GOAL

The goal of the game is to earn the most money by the end of the game! This is done primarily by planting, fertilizing, and harvesting Crops. But watch out, as you cannot harvest your Crops on the same turn you plant them, and other players will want to steal your Crops when they can and destroy them when they cannot!

HOW TO PLAY

Beginning with the first player and continuing clockwise, Farmageddon is played in turns until the end of the game. On your turn, follow these steps in order:

- 1 **Draw Two Crop Cards**
- 2 **Take Actions:** Take unlimited Crop Actions and up to two Farmer Actions (you may perform Actions in any order).
- 3 **Turn End:**
 - a. Draw one Farmer card.
 - b. Harvest all Crops that are fully fertilized and can be harvested.
 - c. Discard down to six Crop cards. There is no limit to the number of Farmer cards you can have in your hand.

If the Farmer deck runs out, do not draw any more Farmer cards. If the Crop deck runs out, the end of the game is triggered (see "The End of the Game" below).

CROP ACTIONS

There are two Crop Actions: plant and fertilize. You can take as many Crop Actions as you wish on your turn, though you must fertilize at least once if able. As all Crop Actions revolve around Crop cards, it's helpful to review them now.



- 1 **Name**
- 2 **Money:** The money earned when the Crop is harvested.
- 3 **Fertilizer Requirement:** The amount of fertilizer required before the Crop can be harvested.
- 4 **Crop Symbol:** A reminder that this is a Crop card.

PLANT: To Plant, choose one Crop card from your hand and place it face up in front of yourself. The player who plants a Crop owns the Crop, as well as all fertilizer and Farmer cards on it. Once a Crop is planted, it can be fertilized, targeted by Farmer cards (yours or other players'), and harvested.

FERTILIZE: Every Crop has a Fertilizer Requirement that indicates how much fertilizer is required before the Crop can be harvested. To fertilize, select a Crop card from your hand and place it face down on top of a planted Crop. Each Crop played in this manner counts as one card towards the planted Crop's Fertilizer Requirement. Some cards are played face up when played as fertilizer if they have additional effects.

You may fertilize an opponent's Crop if you wish, as some Crops provide a bonus for doing so. They count as fertilizer as normal.

On each turn, you must fertilize at least once if you are able!



EXAMPLE: Sluggo Corn requires two fertilizer. Any two Crop cards can be played face down on top of it to fully fertilize it. The Sluggo Corn shown to the left now has enough fertilizer to be harvested!

A Crop cannot be over-fertilized, meaning once a Crop has fertilizer equal to its Fertilizer Requirement, no additional fertilizer can be placed. If you cannot fertilize your own Crop on your turn, you will be forced to fertilize another player's Crop (if able).

HARVEST: At the end of your turn, all planted Crops you own that are fully fertilized **and were not planted this turn** are harvested and added to your Score Pile. Harvesting Crops is the primary way to earn money and win the game.

When a Crop is harvested, Score the Crop by placing it face-down in your Score Pile. Place all fertilizer and Farmer cards played on the harvested Crop in the appropriate discard piles, unless the cards state otherwise. A player's Score Pile is considered private information, but can be referenced by the owning player.



EXAMPLE 1: Jethro plants a Sluggo Corn and places two fertilizer on it. He wants to harvest it oh so badly, but he just planted it this turn and must wait until the end of his next turn.



EXAMPLE 2: Claire is eying Jethro's Sluggo Corn. As one of her two Farmer Actions, she plays Foreclosure and steals ownership of the Sluggo Corn. As the Sluggo Corn was not planted on her turn, she will harvest it at the end of her turn, because it has two fertilizer.



FARMER ACTIONS

Farmer cards give you potent ways to increase the value of your Crops, protect them, steal your opponents' Crops, or even destroy Crops! Farmer cards break these rules in surprising ways. Read Farmer cards carefully when playing them, and remember that the text on the cards always takes priority over the text in the rules.

On your turn, you may play up to two Farmer Actions. To do so, play a Farmer card from your hand and fully resolve its text. Unless otherwise indicated, place the played Farmer card in the Farmer card discard pile after its effect is resolved. **If you cannot fully resolve the text as indicated, you cannot play the card!** Some Farmer cards provide an option when resolving their text.



- 1 **Name**
- 2 **Money:** The money earned (or lost) when the Farmer card is Scored.
- 3 **Farmer Sign:** A friendly reminder that this is a Farmer card.
- 4 **Text:** All Farmer cards have text that is resolved when they are played.

FRANKENCROPS

There are 20 Frankencrop cards in the Crop deck that are Crops with powerful bonuses, which are resolved as indicated by the individual cards. Resolving the text on a Frankencrop does not count as one of your two Farmer Actions. **If you cannot fully resolve the text as indicated, you cannot play the card!** Some Frankencrops provide an option when resolving their text. Frankencrop cards are considered Crops.



- 1 **Money:** The money earned when harvested.
- 2 **Name**
- 3 **Fertilizer Requirement:** The amount of fertilizer required before the Crop can be harvested.
- 4 **Frankencrop Symbol:** A friendly reminder that this is a Frankencrop card.
- 5 **Text:** All Frankencrop cards have text that is resolved when the Crop is used as indicated.



EXAMPLE: Johnny plants Flame Fruit, which gives him the option to clear a planted Crop. He'd sure like to clear Zoe's Grumpy Melon, but she has Foul Manure on it, which prevents the Flame Fruit from targeting it. Johnny must choose another target for his Flame Fruit, or none at all, because the Flame Fruit says "may."

KEY CARD TERMS

DISCARD: Place the indicated cards in the Farmer or Crop discard pile.

CLEAR: Discard a planted Crop and all fertilizer and Farmer cards on it, unless otherwise instructed.

SCORE: Place the indicated card in your Score Pile. Scored Cards will increase or decrease your money at the end of the game.

PROTECTED: The Protected Crop and the card that provides Protection are immune to all Farmer and Frankencrop card effects, unless explicitly stated. **This includes both positive and negative effects!** Protected Crops can be fertilized and harvested normally.

NOTE: Farmer cards and Frankencrop cards played to a Crop before it is Protected still function normally.

HAND: The cards held in your hand. There is no limit to the number of Farmer cards you can hold. You must discard down to six Crop cards at the end of your turn.

STEAL: Take ownership of a Crop owned by an opponent, along with all cards on it.

GIVE: Place a Crop in front of an opponent, forcing them to own the Crop.



EXAMPLE 1: With his two Farmer Actions, Bob plays Bumper Crop on his Sluggo Corn, then Foul Manure to Protect it. When Harvested, the Bumper Crop will take effect.

EXAMPLE 2: Zoe plants Communal Pumpkin, then plays Mirror Bean as fertilizer to Protect it. On his turn, Bob can fertilize the Communal Pumpkin to resolve the Communal Pumpkin's text.



EXAMPLE 3: Joe planted Grumpy Melon, then protected it with Foul Manure. On her turn, Zoe would like to play Helpful Tater on the Grumpy Melon to gain the Tater's bonus, but as the Grumpy Melon is protected, she cannot. She can still use Helpful Tater as fertilizer, but its text is not resolved.

THE END OF THE GAME

Players take turns until the last Crop card is drawn. The player who drew the last card finishes their turn. Then, the other players take one final turn. Players do not draw Crop cards on these turns.

EXAMPLE: Zoe plays a Farm Futures to draw the last two Crop cards on her turn. Zoe finishes her turn. Then, the other players take one final turn.

At the end of the game, all fully fertilized Crops are automatically harvested by their owners. Players then tally the money in their Score Piles from Crops and Farmer cards to determine the winner! In the event of a tie, the player with the most Crop cards in their Score Pile wins. Still tied? Play again!

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SPECIAL THANKS TO:

Jessica Broster, Andrew Bao, Teng Chea, Stephanie Greer, and Dimitri Wasilevsky. They worked so hard to kick this game into shape.

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