



**FARMOONY**  
**RULE BOOK**

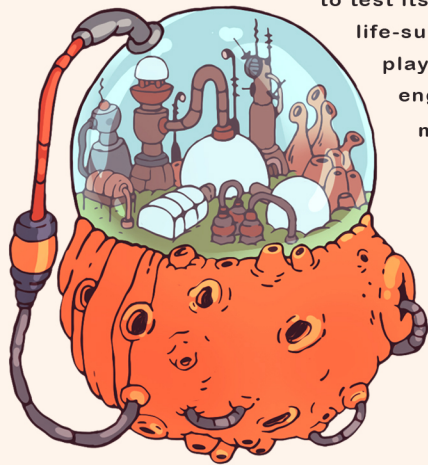
## Game Story

Earth is on the brink. Pollution, deforestation, and conflicts over vital resources like land, water, and food have pushed humanity to the edge. It's time to look beyond our planet for survival.

In Farmoooy, visionary space companies have launched missions to Planet 442 to test its soil's potential for growing life-sustaining crops. Competing for survival, players take on the role of space engineers, using strategy, resource management, and tools to cultivate their farms.

Each mission presents unique challenges as players build their farms, manage resources, and complete objectives to earn points.

Will your farm lead humanity to a new future among the stars?



## Goal of the Game

Each player takes on the role of an engineer for a space investment company. On their turn, players select one of their available cards and strategically place it to maximize their score based on the current active missions. Additionally, players can utilize their tools to streamline their own farming efforts or create challenges for their competitors.

## Game Contents

➤ **108 Farm cards: Each card contains 4 tiles.**



Pest



Soil



Fertilizer



Vegetable



Stone



Water

» 25 mission cards.



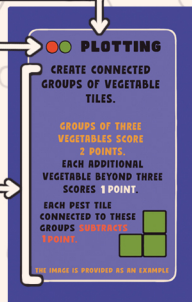
Mission Name

Color Code

Mission Number

Color Code

Description



### Star Missions:

These missions are time-intensive and must be activated during Phase 1 or Phase 2 of the game.



## >> 44 Tool cards:

Number of tool cards depends on the number of players.  
Cards without a number are always played.

Tool Action



For games with 3 or more players



For games with 5 or 6 players

## >> 60 Tokens: Including 6 token types.



Soil



Vegetable



Stone



Fertilizer



Water



Pest

» **Rule Book.**

» **Score Pad.**

» **Tool Guide Cards.**



TURN	MISSION 1	MISSION 2	MISSION 3	TOTAL SCORES
PLAYER 1				
PLAYER 2				
PLAYER 3				
PLAYER 4				
PLAYER 5				
PLAYER 6				



# Gameplay Overview

The game is played over 3 phases, with a new mission activated at the start of each phase. Each phase consists of multiple turns, determined by the number of Farm Cards distributed. The final score is calculated based on all 3 activated missions.

## 1 Choosing the Mission

At the beginning of each phase, a player selects a Mission Card.

**Phase 1 :** The player with the most vases at their home selects the mission.

**Phase 2 :** The player with the second most vases selects the mission.

**Phase 3 :** The player with the third most vases selects the mission.

## 2 Distributing Farm Cards:

At the beginning of each phase, players are dealt a specific number of Farm Cards, placed face down:

**Phase 1 :** 5 cards per player.

**Phase 2 :** 6 cards per player.

**Phase 3 :** 7 cards per player.

### 3 Distributing Tool Cards

Players receive **3 random Tool Cards** at the start of **Phase 1**.

These tools can be used strategically throughout the game to enhance their farms or hinder their opponents.



### Important Notes:

➤ **The 3 Activated Missions** throughout the game must collectively cover all **4 tile types: vegetable, water, fertilizer, and pest.**

➤ Color codes on the mission cards indicate the tile types required for each mission.





## Turn Actions in Each Phase

- During each turn of the game, players perform the following actions **IN ORDER**:

### 1 Work on the land:

Each player selects a Farm Card from their hand and places it face down in front of them.

- Once all players have chosen, the remaining Farm Cards are passed to their neighbor:

**Clockwise** in Phases 1 and 3.

**Counterclockwise** in Phase 2.

- After passing the cards, all players reveal their chosen Farm Cards and place them on their land.

### 2 Work with Tools:

**Each player can choose to:**

- Use one of the tools in their hand on their own land or another player's land.
- If they have fewer than 3 tools in hand, draw a new tool from the Tool Card deck.

### 3 End of the Turn:

Play continues in this manner until all Farm Cards in a phase have been placed.

## » Phase Progression

After all Farm Cards are placed, the phase ends. A new mission is activated, and Farm Cards are redistributed according to the phase rules.

## End of the Game:

After completing all 3 phases and activating all missions, players calculate their final scores based on mission objectives and the configuration of their farms.

**The player with the highest score wins.**

**In case of a tie, the player with the most tokens on their land is declared the winner.**



# Placement



**>> Actions We Can Do in Each Turn:****Action****Description****Work on the Land**

Choose a Farm Card, place it face down, pass remaining cards (clockwise or counterclockwise), and reveal the card.

**Work with Tools**

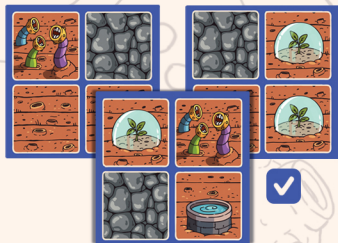
Use a tool on any land or draw a new tool (if holding fewer than 3).

## Farm Cards Placement Rules:

» Cards can be placed on other cards at their corners, meaning a tile is placed on top of another tile.

» You cannot place two tiles from one card on two tiles of the same card. However, two tiles from one card can be placed on two tiles of two different cards.

» You can place any tile type on any other tile type, except that only stone tiles can be placed on stone tiles. Stone tiles can be placed on any other tile type.



- » Cards cannot be placed on tiles with tokens. If a tile has a token, it will remain there until the end of the game unless changed using a tool.



For example, the **Pesticide Tool** can be used to change a soil tile into a soil token.



Here, the **Locust Tool** was used to change a soil tile into a pest tile, and a pest token was placed on it.



- » New farm cards can only be placed on top of (and not under) the existing farm cards.
- » You can rotate your farm card and place it in any orientation you prefer.

## Tool Cards Rules:

- 1** During the game, each player can have **At Most 3** unused tool cards.
- 2** Tools can be used either on your own land or on other players' lands.
- 3** Used tool cards are removed from the game.
- 4** Each player in each turn (each turn that farm cards are chosen and handed over by players) can use 1 tool card, except for the Fence tool which is a defensive tool against another player's wheelbarrow tool. So, if a player uses the fence tool, she can use another tool too.
- 5** Using tools happens in order after the farm cards are placed.
- 6** Tool cards deck is placed on its back in the middle of the ground and we turn 2 of them and put them beside the deck.  
Each time a player wants to draw a tool card, the player can either choose from the 2 turned cards or draw one from the top of the deck. If the player draws one of the 2 tools, replace it with the first card from the deck.

## Types of Tools:

- Livestock:** Convert a **Vegetable Tile** into a **Soil Tile**. (4 cards)
- Pesticide:** Remove **Pests** from a **Pest Tile**, converting it into a **Soil Tile**. (4 cards)
- Wheelbarrow:** Move a **Farm** card between fields. (3 cards)
- Rake:** Convert a **Fertilizer Tile** into a **Soil Tile**. (4 cards)
- Water tank:** Convert a **Soil Tile** into a **Water Tile**. (4 cards)
- Seed:** Convert a **Soil Tile** into a **Vegetable Tile**. (4 cards)
- Chemical Fertilizer:** Enrich a **Soil Tile**, turning it into a **Fertilizer Tile**. (4 cards)
- Locust:** Convert a **Soil Tile** into a **Pest Tile**. (4 cards)
- Farmer:** Transform a **Soil Tile** into a **Vegetable, Fertilizer, Pest, or Water Tile**. (3 cards)
- Cement:** Harden a **Water Tile** into a **Soil Tile**. (4 cards)
- Fence:** **Block** the effects of the **Wheelbarrow Tool**. (3 cards)
- Mattock:** **Break** a **Stone Tile** into a **Soil Tile**. (3 cards)

**Important Note:** If a card has a token on it, when moved by wheelbarrow, the token is moved with the card.



## Missions:

Mission cards indicate how to position each tile and determine the score for layout.

➤ In mission cards, **Connection** means having a common side unless the card specifies a connection from the corner.

➤ When missions involve creating a path, a set, or other configurations, only the **Longest Path** or the **Largest Set** is counted for scoring.

➤ In some missions, scoring is based on a set, such as Mission 1, where each three connected tiles score points. In such missions, each tile can only be counted once. So, if a tile is part of two connected sets, only one of them gets scored.

➤ In other missions, scoring is based on individual tiles, such as Mission 13, where each pest tile earns points. In this mission, if there are two pest tiles sharing a common stone tile, each pest tile gets points because scoring is based on the pest tiles.

### Important Note:

Figures on the mission cards are examples and represent just one of the possible configurations to score. Only in Mission 18, the tiles must be placed exactly as shown in the figure (which is explicitly mentioned in the mission statement on the card).

## Missions Examples

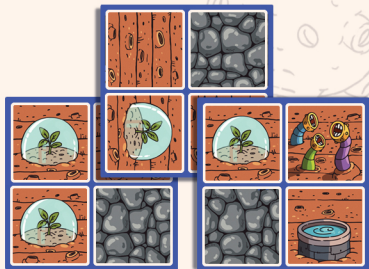
### » Missions 1 and 22:

According to Mission 1, as shown in the image, there is only one set of 3 tiles consisting of water, fertilizer, and vegetable, as the vegetable tile is shared between them and can only be scored once.



### » Mission 2:

In this mission, each tile can only be counted once. According to the mission statement, players need to create groups of 3 vegetable tiles, and scoring is based on the number of groups. In the example below, there is only one group of 3 vegetables.



**Important Note:** A tile can be used for scoring in multiple missions.

### » Missions 3 and 5:

As shown in the image, there are 2 vegetable tiles connected to a water tile. Although the water tile is shared between them, scoring is based on the number of vegetables, so the shared water tile does not affect scoring.



### » Mission 4:

As shown in the image, there are 3 pest tiles located on the edge of the land, with 2 free sides each.

This configuration earns the player 3 points.



### » Mission 6:

As shown in the image for Mission 6, there is one set of 3 fertilizer tiles connected to one water tile and one vegetable tile, earning 3 points. Additionally, one connected pest tile subtracts 1 point, resulting in a total of 2 points.



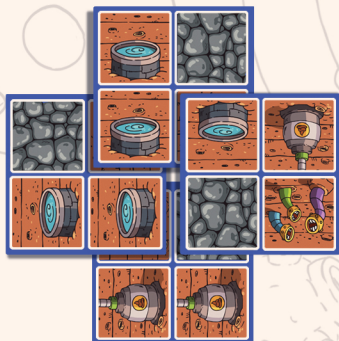
### » Missions 8-10:

As shown in the image, there are two columns with two vegetables each and one row with four vegetables. Since the row has the most vegetables, it earns 4 points. However, there is one pest in the row, subtracting 1 point. The total score is 3 points.



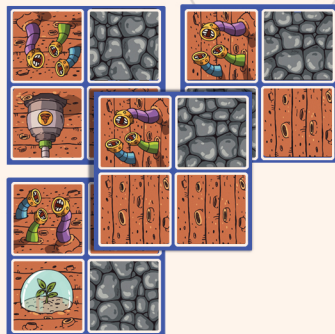
### » Mission 9:

As shown in the image, the largest set is five water tiles. Across the land, there are three fertilizer tiles: one as a single tile and the other two forming a set. Scoring is calculated as five water tiles minus one single fertilizer tile, resulting in 4 points.



### » Missions 11 and 19:

As shown in the image, the largest set of pest tiles connected at the corners contains 4 tiles, one of which is on the edge of the land, earning 1 additional point. The total score is 5 points.



### » Mission 12:

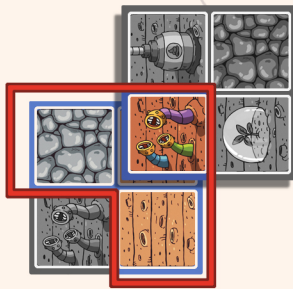
As shown in the image, the path with two water tiles at its ends contains 4 vegetable tiles, earning 4 points.



### » Missions 13 and 20:

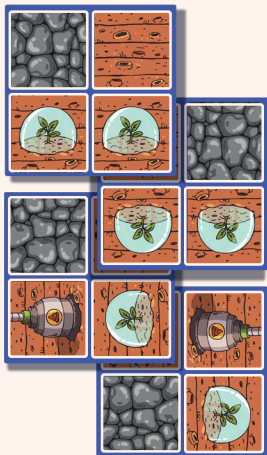
As shown in the image, there are 2 pest tiles, each connected on 2 sides (out of the 4 main sides) to soil or stone.

Although the soil and stone tiles are shared between pest tiles, the scoring is based on the pest tiles. Therefore, the player earns 4 points.



### » Mission 14:

As shown in the image, there is a path of 5 water tiles with a fertilizer tile and a vegetable tile at its ends, earning 5 points.



### » Mission 16:

As shown in the image, there is a set of 8 connected tiles (6 vegetables and 2 fertilizers), earning 8 points.

#### Important Note:

If the set contained only one fertilizer tile, no points would be scored, as the mission requires at least two fertilizer tiles in the set.

### » Mission 17:

As shown in the image, there are 2 sets of vegetable-fertilizer tiles connected at their corners, earning a total of 4 points. However, 2 pest tiles are connected to these sets, reducing 2 points. The player's total score is 2 points.



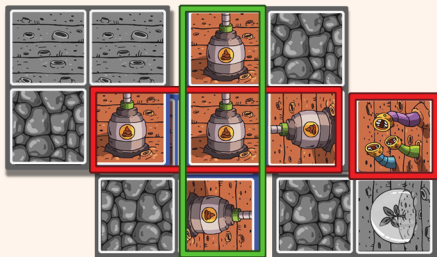
### » Mission 23:

As shown in the image, there are 2 sets of 2 fertilizer tiles. One pest tile reduces 1 point, resulting in a total score of 1 point.



### » Mission 24:

As shown in the image, there are two sets of 3 fertilizer tiles: one horizontal and one vertical. Since one fertilizer tile is shared between the two sets, only one can be scored. As there is a pest connected to the horizontal set, it is better to choose the vertical set for scoring. The total score is 3 points.



### » Mission 25:

As shown in the image, there are 3 fertilizer tiles connected at their corners. However, one of them (the bottom fertilizer tile) is located on the edge of the land with 2 free sides, so it does not score any points. The total score is 2 points.



