

1-2P • 15-20 MIN • AGES 10+

HERITAGE F FARMS

Story & Objective:

No one can quite tell you why our ancestors started a Chicken, Fox, and Corn farm on this side of the river, nor why their ancestors started one on the other side. But it's a tradition! We sell our goods in the markets connected to their farms and they sell theirs in the markets connected to ours. Problem is,

you can't leave a fox alone with a chicken, nor a chicken alone with the corn! Trickier still, our boats only have room for one farmer and one good at a time (again; tradition!). Win this game by Getting 2 sets of chicken, fox, and corn to the market before your opponent does!

Components



BLUE FARMS X4



ORANGE FARMS X4



BLUE FARMER
MEEPLES X4



ORANGE FARMER
MEEPLES X4



BLUE BOAT



ORANGE BOAT



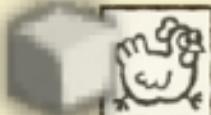
BLUE MARKET
BONUSES X4



ORANGE MARKET
BONUSES X4



RED FOX
CUBES X8



WHITE CHICKEN
CUBES X8



YELLOW CORN
CUBES X8



ZOMBIE
CHICKEN X2

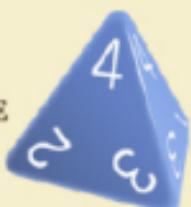


POISON
CORN X2



SOLO
DISC

D4
DICE



REFERENCE
CARDS X6

2

On your Turn:

1. Call your Boat to any card where you have a Farmer. Land a Farmer and up to 1 goat.
2. Move your Boat to any card where you don't have a Farmer.
3. Then, place your Farmer and Goat (if any) onto the empty Farm or Market on the card.

Nature's Law:

When there are two Farmers on a card, Nature's Law takes place. Chickens eat all Corn on the card and Foxes eat all Chickens.

Setup

1. Choose colors and sit across from one another. Each player takes a Boat, all Farmer Meeples of their color, and the 2 reference cards.
2. Place the Farm Cards as shown in Fig. A, leaving a space for the “River” in between: From the perspective of the Blue Player, place all cards with Blue Farms to your left and Blue Markets to your right. The order does not matter (Fig. A).
3. Place the Chicken (white), Fox (red), and Corn (yellow) cubes on their corresponding icons on the Farm portions of every card (Fig. B).
4. Place an Orange Farmer Meeples on all the Orange Farm Spaces, and a Blue Farmer Meeples on all Blue Farm Spaces.
5. Randomize the Market Bonuses and place one face down on each of the Market Spaces matching its color.
6. The D4, Zombie Chicken, and Poison Corn discs are only needed for the Advanced Game (page 10).

Fig. A

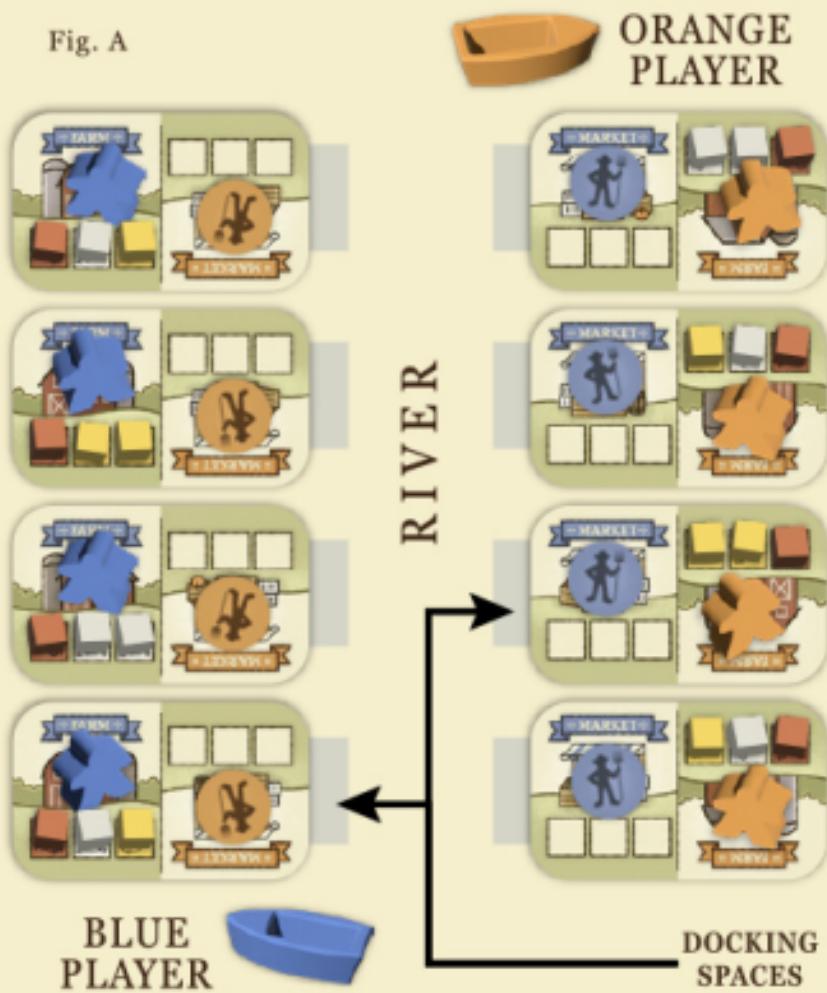
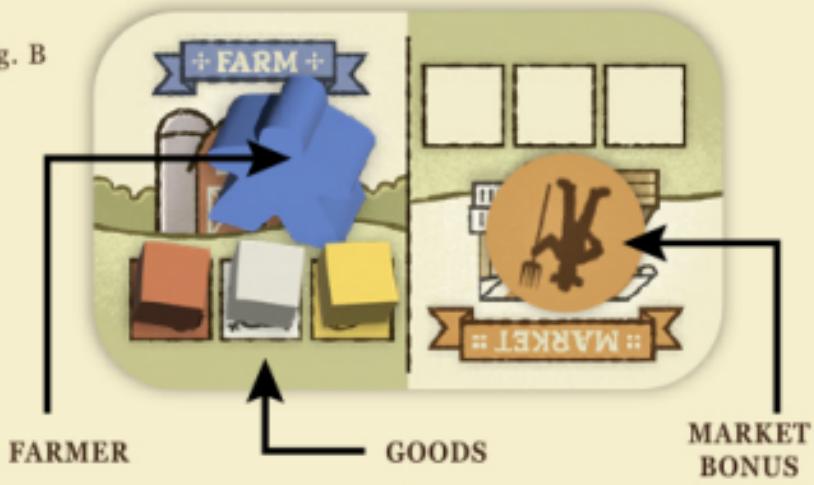


Fig. B



Winning the Game:

1. If a player successfully creates a set of 1 red, 1 white, and 1 yellow cube on two of their Markets, they win immediately (Fig. C).
2. If one player loses any 3 of their Goods (cubes), the other player immediately claims victory.
3. In the event where both players lose 3 or more Goods, the player whose turn it is loses and the other player wins.

Playing the Game:

1. The Player who most recently saw a fox is the 1st Player.
2. 2nd Player may place their boat next to any card on either side of the River.
3. Players then alternate taking turns until a win condition is met.

Fig. C



Nature's Law:

During the game, Nature's Law takes effect immediately anytime there are no Farmers on a card. Nature's Law affects all Goods on a card's Farm and Market collectively (eg. a Fox on a Farm will eat a Chicken on the same card's market).

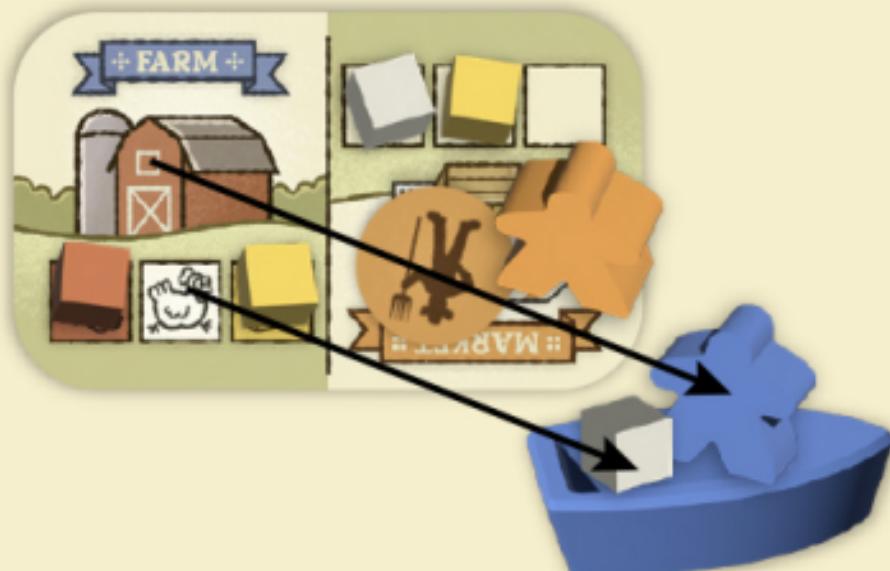
1. Chickens eat all Corn on that card (discard all Corn cubes on the card).
2. Then, Foxes eat all Chickens on the card (discard all Chicken cubes on the card).
3. Any cubes removed this way will go to the discard of the player that owns them.
4. If a Player ever has 3 cubes in their discard, they lose immediately.

On your Turn:

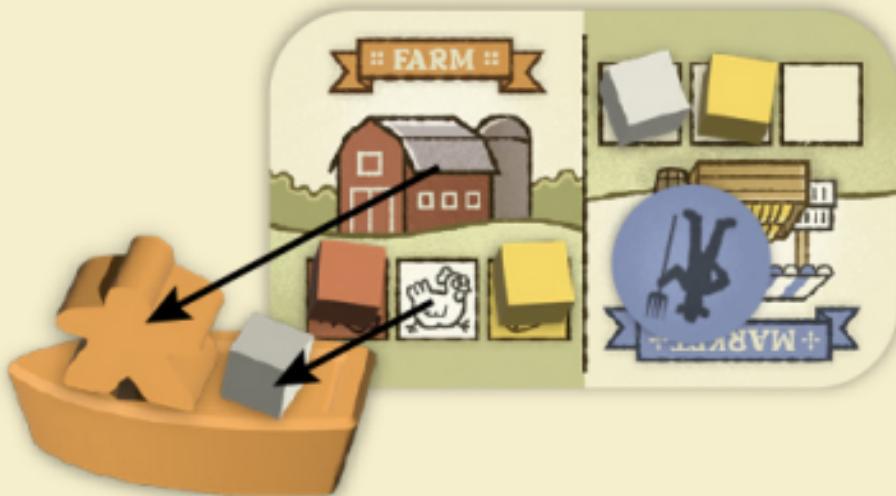
1. Place your boat in front of you. Then, you may place it next to any card where you have a Farmer, and that is not blocked by your opponent's boat.
2. Take 1 of your Farmers and up to 1 of your Goods from the card your Boat is next to, and place them in the Boat.

Note: check if Nature's Law is activated.

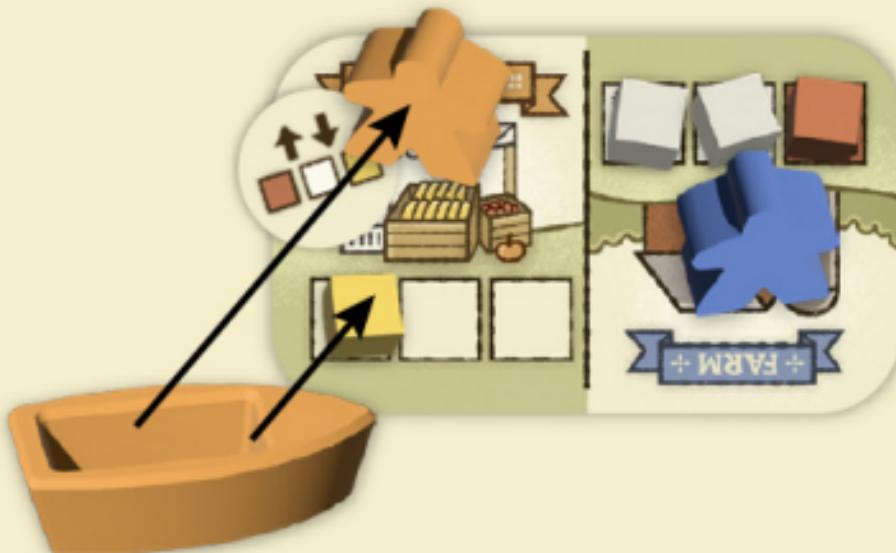
3. Move the Boat to any space on either side of the River that doesn't already have a Boat docked there AND where you have a Market or Farm with no Farmer on it. Transfer the Farmer and any cube to your Farm or Market on that card. If there's a Market Bonus on a Market you move to, flip it over and place your Farmer on top of it (see Example 3).
4. At any point during your turn, you may use a Market Bonus you have earned by returning it to the tin (limit once per turn).



Example 1: Blue Player gets on the boat along with one of his chickens. Because the Orange Player has a Farmer at the Market on the same card, Nature's Law is not activated.



Example 2: Orange Player gets on the boat along with one of his Chickens. Because this leaves the card without Farmers, Nature's Law is activated. This means that the Chicken eats all the Corn, then the Fox eats any Chickens. Orange Player loses a Corn, but Blue Player loses a Chicken and a Corn!



Example 3: Orange Player brings their Boat over to a Market they haven't visited yet. They transfer their Corn to the Market and flip over their Market Bonus before placing their Farmer on top of it.

Market Bonuses

Market Bonuses provide you with powerful one-time abilities. Market Bonuses are revealed when you first move to one of your Markets. They are gained when one of your Farmers moves off of them. When gained, move them in front of you, face-up. You may place one Market Bonus per turn, anytime on your turn. Return them to the tin when used.



Move your opponent's Boat next to any other card.



Move any one of your Goods to a card above or below it. Goods move from Market to Market or Farm to Farm. Goods on the top card can't move up. Goods on the bottom card can't move down.



Fit 2 Farmers on one of your Markets or Farms. Once one of the Farmers there leaves, the location can again only have one Farmer on it.



Move any one of your Farmers to a card above or below. Farmers move from Market to Market or Farm to Farm. Farmers on the top card can't move up. Farmers on the bottom card can't move down. If using this Bonus and it moves the only Farmer on the card, Nature's Law takes place immediately.

Advanced Game

There are two optional modules that you can add to the game to make the puzzle even trickier and more competitive. You may add one or both.

Zombie Chickens



Zombie Chickens will change all other Chickens to Zombies on any card they move to (flip the cubes to the Zombie Chicken side). Whenever Nature's Law would trigger on a card with Zombie Chickens, they eat all Foxes and Corn on the card. They are not eaten by Foxes. Zombie Chickens still count as Chickens for Win and Loss conditions.

Poison Corn



Poison Corn will change any Corn to Poison Corn on any card they move to (flip the cubes to the Poison Corn side). Whenever Nature's Law would trigger on a card with Poison Corn, they kill all Chickens on the card. They are not eaten by Chickens. Poison Corn still counts as Corn for Win and Loss conditions.



Both?!?!

If both Poison Corn and Zombie Chickens are present on a card, and Nature's Law is activated, **ALL Goods** on that card are discarded.

Advanced Game Setup

1. To add Zombie Chickens, have each player place a Zombie Chicken disc to the left of one of their Farm Cards with a single Chicken on it. Then, flip the Chicken Cube (white) to its Zombie side.
2. To add Poison Corn, have each player place a Poison Corn disc to the left of one of their Farm Cards with a single Corn on it. Then, flip the Corn Cube (yellow) to its Poisoned side.
3. Whenever a Corn is transported to a Card with the Poison Corn Token next to it, it is flipped to the Poisoned side. Whenever a Chicken is transported to a card with the Zombie Chicken Token next to it, it is flipped to its Zombified side.
4. As Zombie Chickens or Poison Corn are transported during the game, they infect the Goods on any card they come to by flipping them to their Poisoned or Zombified side. Zombie Chickens only affect Chickens, and Poison Corn only affects Corn.

Elmer Mode (Solo)

Part of having a family farm is showing the new generation the ropes. Unfortunately, your cousin Elmer struggles with his shoe laces. It's time to bring your goods to market. Can you get yours there before Elmer; while also making sure Elmer doesn't lose too many of his goods?

Elmer Mode Set-Up

Set up is the same with the following exceptions:

5. Keep the D4 nearby and grab the 2 Solo Reference Cards.
6. Place the Solo Disc above the right column of cards "Start" side up.
7. **For Hard Mode:** Move one Chicken from Elmer's Farm with 2 Chickens, to the Market next to your Farm with 2 Chickens.
8. **For Extra Hard Mode:** Also move Elmer's Corn from his Farm with 2 Corn to the Market attached to your Farm with 2 Corn.
9. Elmer always goes first. His behavior changes based on where the Solo Disc is. Use the reference cards for this, how he uses his bonuses, and for win conditions.



Credits

Designer: Galen McCown

Art & Graphic Design: Jonathan Carnehl

©2024 Galen's Games • galensgames.com