Field And Fortune

Hear ye, citizens of the realm!

For generations, our beloved royal family has fought valiantly– and in vain– to reclaim the wild expanse surrounding our noble house. As you well know, these mountains of towering grandeur, valleys of unmatch fertility, and seas brimming with life remain unjustly held by those scores of outlaws who openly defy the crown's authority.

Thus, let it be known across the kingdom:

By royal decree, any soul courageous enough to venture forth into these wild and uncharted territories shall be granted a rightful claim to land they can call their own!

Step forward, brave and foolhardy alike– seize your destiny! Transform your humble farmstead into a beacon of prosperity, unlock the hidden wealth of these lands, and restore glory and order to our great kingdom!

Long live the crown, and may fortune favor your endeavors!

Components:

1 Pad of Farm Sheets

1 Pad of Wilderness Sheets

25 Wagon Tokens
(5 In each player color)

135 Farm Cards

60 Encounter Cards

12 Starting Encounter Cards

20 Six Sided Dice
(5 in each color)

40 Coins

25 Market Cards

20 Wood Tokens

20 Metal Tokens

20 Stone Tokens

2 Fate Dice

First Player Token

General Setup:

1. Place the **Metal**, **Stone**, **Wood**, and **Coin** Tokens in reach of all players.

2. Shuffle the **Market Deck**. Draw the top five cards and place them in a single row, face-up, in the middle of the play area, ensuring they can be seen by all players.

3. Shuffle the **Encounter Deck**, **Starting Encounter Deck**, and **Farm Deck**. Set them aside for now.
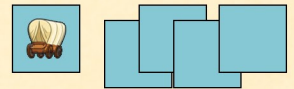
Player Setup:

Each player receives:

• One **Farm Sheet** and one **Wilderness Sheet**.

   Players align their sheets in the center of their play area such that the Farm Sheet is to the left of the Wilderness Sheet.

• Five **Wagon Tokens** in a color of their choice.

   Each player flips one of their Wagon Tokens face up (side showing Wagon), the others remain face down.

• Five **Coins**

• Four **Action Dice** (one of each color: Blue, Red, Geen, Purple).

   Each player rolls their Action Dice, setting them aside for now.

• Two **Starting Encounter Cards**

   Each player flips their Starting Encounters face up, one at a time. They place the first card flipped into the Three Slot of their Encounter Row, and the second card flipped into the Two Slot. Return the unused Starting Encounters to the box.

3

Each player receives (continued):

- A **pen** to mark their sheets.

- Cards from the **Farm Deck**.

    If it is your first time playing: Deal four facedown Farm Cards to each player. This is their starting hand.

    If you have played before: Collectively, Players may decide to follow the draft rules instead.

2. Randomly determine the **Starting Player**, and give them the **Starting Player Token**.

3. The **Starting Player** rolls the two **Fate Dice** (red, twelve-sided **Combat Die**; blue, four-sided **Relic Die**). Place them in view of all players.

4. Players now decide how many cards from their starting hand they wish to keep. They recieve a **Resource of their choice** (Stone, Wood, Metal) from the General Supply for each **Farm Card** they **discard**.

Setup is complete, and the game is ready to begin!

Game Overview:

Field and Fortune is a game of farming, adventure, and opportunity.

Players will work to improve their farm by planting crops, expanding infrastructure, and selling what they produce to local merchants. However, the surrounding wilderness is also rich in resources (and danger). How will they make the most of the opportunity around them? At the end of five years, whose farm will be the most prosperous?

Field and Fortune is played in 5 rounds, with each round representing one year's time. A round is divided into five phases:

   The Action Phase, where players select three of their four Action Dice and use them to perform actions on their personal player sheets.
   The Growth Phase, where players grow their Crops and breed their Animals.
   The Income Phase, where players receive their income.
   The Market Phase, where players sell their Goods to Merchants.
   The Refresh Phase, where players roll their Action Dice, return used Wagons to their play area, and roll the Fate Dice.

At the end of five rounds, the player with the most Victory Points is the winner.

The Action Phase

In the Action Phase, players **simultaneously** use three of their four **Action Dice** to perform various Actions found on their Farm and Wilderness Sheets.

To take an Action, first, choose one of your unused Dice and place it on an open **Action Dice Space** on your Farm Sheet. Dice on an Action Die Space may not be used again until the next Round. Each selected **Action Die** provides the player with **two benefits**:

1. The **color** of the die:

First, the player advances one space up the **Skill Track** matching the color of their chosen Action Die. To do so, mark the left-most unmarked space on the corresponding track.

If the marked space contains a Reward, the player resolves that Reward immediately.

2. The **number** of the die:

The player then uses the number of their chosen die to perform one action found on their Farm or Wilderness Sheet.

Each Action Die Space also has a **Wagon Action** associated with it. Once a die has been placed over the Wagon Action, it can no longer be taken.

(Wagon Actions are explain in full detail on page 16.)

The purple Action Die has been placed in one of the three Action Die Spaces on the player's farm sheet. The player now resolves it for its color and number.

Skill Tracks

The four **Skill Tracks** (Combat, Relic, Enterprise, and Development) each provide players unique benefits as they mark Reward Spaces along the track. Progress up the track also serves as an important source of Victory Points at the end of the game .
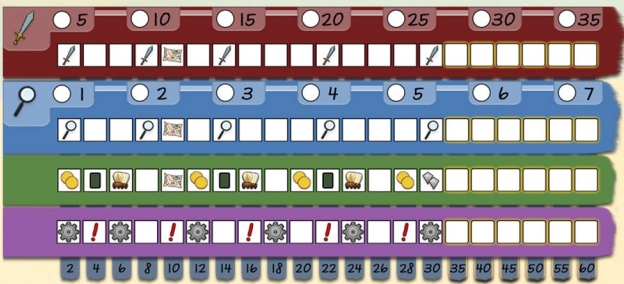
As a general rule, when a **Reward Space** is marked anywhere on the Game Sheets, that Reward must be resolved before continuing with the rest of the player's turn.

Combat Track

The Combat Track is increased when the player collects a Red Gem, Diamond Gem (Wild), or takes an Action with a Red Die.

A secondary track runs along the top of the Combat Track which displays a player's **Base Combat Score**. Any time a player marks a space with a **Sword**, the player marks the leftmost unmarked space on their **Base Combat Score Track**.

Relic Track

Similarly, the **Relic Track** is increased when a player collects a Blue Gem, Diamond Gem (Wild), or takes an action with a Blue Die.

A secondary track runs along the top of the Relic Track which displays a player's **Base Relic Score**. A player's Base Relic Score is increased each time a player marks a space with a **Magnifying Glass**.

Enterprise Track

The **Enterprise Track** is increased when a player collects a Green Gem, Diamond Gem (Wild), or takes an action with a Green Die.

The Enterprise Track is the main way to unlock additional **Wagons**.

Development Track

The **Development Track** is increased when a player collects a Purple Gem, Diamond Gem (Wild), or takes an Action with a Purple Die.

This track is a player's primary source of **Cogwheels**, a unique resource used for unlocking **Modules** on the Farm and Wilderness Sheets without paying the shown resource cost.

Die Actions

There are four Die Actions which players can take using the number on their Active Die:

1. Planting (found on a player's Farm Sheet),
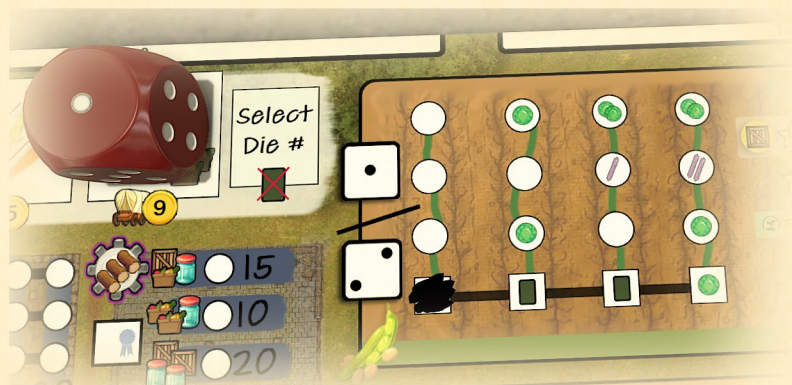2. Mining,
3. Traveling, and
4. Sailing

Planting

Planting is the only Die Action found on the Farm Sheet.

To take a **Planting Action**, locate the **Field** (there are three: Beans, Tomatoes, Carrots) that corresponds to the number on the Active Die. Then, Plant one Crop in that Field.

To **Plant** a Crop, mark the leftmost unmarked Square space in the appropriate Field.

(Only squares are marked when taking a Plant Action)

The player is taking a Planting Action with their value one Action Die. They must plant Soybeans. They mark the leftmost open square space (resolving Rewards if shown), and their action is complete.

Mining

To take a **Mining Action**, mark an unmarked space on the **Mine Cart** that corresponds to the number on the Active Die.

Each marked space is associated with the **Tunnel Shape** in its same column (shown in White Row at the top of Mine Cart area). The player then marks spaces within the Mine according to the pattern of their Tunnel Shape. Each new Tunnel Shape must have at least one point of contact with an already marked space or the Mine Entrance.

(**Important:** Players may flip and rotate their Tunnel Shape.)

The player's Active Die is a five. They mark the five space on the Mine Cart meaning they must place an L Tunnel Shape into the mine.

Starting from the Mine's Entrance, the player marks an L shape Tunnel in the Mine.

From the spaces marked, they can collect two Rewards.

Spaces marked with the player's Tunnel Shape grant them the depicted Rewards. However, a player may **only collect two Rewards** from the spaces covered; the rest are lost.

A reminder that the player may only collect two Rewards.

Therefore, two of the marked Reward spaces within the L Tunnel Shape placed this turn are lost.

Idols

Idols and **Idol Bases** are scattered throughout the Mine. When a player collects one, they choose a matching symbol on the **Idol Chart** and mark it.

When an Idol and Idol Base in the same column are marked, the Reward below is gained.

When all Idols/Idol Bases are collected, the Reward at the end of the row is gained.

Over the course of the game, players will have the option to upgrade their Mining Action by unlocking **Modules** on the **Mine Track**.

The **yellow line** dictates which Module/Modules the player has the option of unlocking next.

Mine Track Modules

1. Stone Income

2. Mark two additional squares anywhere adj to your current Tunnel Shape each time you place a Tunnel Shape.

3. One of each Gem.

4. Tunnel Shapes from numbers recorded in these three spaces can collect three Rewards instead of two.


5. Gain an Idol or Idol Base

Traveling

Travel Actions are taken in two steps: **Place Roads** and **Spend Cargo**

Place Roads:

The player marks **two Roads** (this can be increased to four by unlocking Modules on the Travel Upgrade Track).

New Roads must be adjacent to the **Home City** or **another already-marked Road**. (Players may mark Roads in multiple directions so long as they are adjacent to an already-marked Road.)
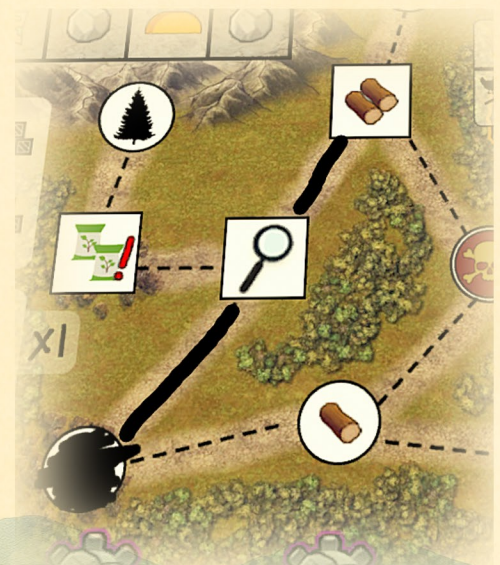
The player marks two Roads, granting them access to the Magnifying Glass and Two Wood Reward Spaces

8

Spend Cargo:

Each turn, a player's **Cargo** is determined by the number on their **Active Die**.

Players may spend their Cargo to unlock any number of **Reward Spaces** adjacent to a marked Road. Once claimed, mark the Reward space and continue spending Cargo if enough remains.

Circle Reward Spaces ◯ cost **three Cargo**.

Square Reward Spaces ☐ cost **five Cargo**.

City Reward Spaces have **varied costs** and can be claimed with **Cargo** or **Coins**.
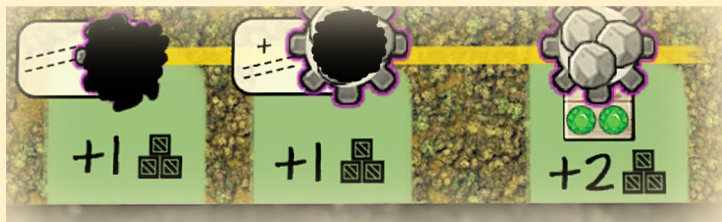
Cities

Like Reward Spaces, Cities require an adjacent marked Road before their Reward Spaces can be claimed.

Once per Travel Action, a player can claim a City Reward space by spending Cargo, Coins, or a combination of the two equal to the number shown above the Reward.

When all Rewards in a City are claimed, mark the depicted Luxury Good, and gain it immedietly.

The player has unlocked the second Travel Action Module enabling them to mark four roads and adding two Cargo to their total for the turn.

Their Action Die is a six, and the Travel Action Track raises that number to eight. They claim the Square Reward Space for five Cargo and gain two Wood. They then claim the six cost City Reward Space and gain two Farm Cards. To do so, they spend their remaining three Cargo and then pay three Coins to cover the rest of the cost.

Travel Track Modules

1. Each Travel Action, place two Roads, and recieve one additional Cargo.

2. Each Travel Action, place two additional Roads, and recieve one additional Cargo.

3. Recieve two green Skill Gems.

Each Travel Action, recieve two additional Cargo.

9

Sailing

Sailing Actions are taken in three steps:

1. Ship's Log
2. Sailing Actions
3. Sell Fish

Ship's Log

Record the number of your **Active Die** in the **left-most unmarked Log Space** of your chosen Ship.

If it is the **first number recorded** in the Ship's Log, that number must match the number of a Sea Region with an Unlocked Dock.

All other Log Spaces require a number of an adjacent Sea Region (idicated by the dark blue connections), or the number of the Sea Region last recorded.

At the start of the game, the first number written on each Ship's Log must be a 1 or 2 because those are the only Sea Regions with Unlocked Docks. (The brown coloring on the first Log Space of each Ship is a reminder of this rule.)

The next number in the Ship's Log must be a 2 or 3-- a repeat of the same number, or the number of a connected Sea Region.

When filling the **final Log Space of a Ship**, a **Fishing Shape** is gained. Mark any spaces in that shape to claim the marked Rewards. (Claiming Island Rewards in this way does not deny the Sell Fish action.)

Fishing Shapes must be used in a Sea Region with an Unlocked Dock.

Sailing Actions

Players gain a number of Sailing Actions according to their chosen Ship, and the Log Number determines the Sea Region where they can spend those actions this turn.

Each Sailing Action is used to claim either a **Sea Reward** or an **Island Reward**.

1. **Sea Rewards** are depicted on blue water tiles.

   If the Sea Reward is a **Fish** (Tuna, Sharks, Whales), trace one hashed circle.

   If the Sea Reward contains a **Resource** (does not contain a circle) simply gain the shown Reward and mark the space from which you claimed the Reward.

2. **Island Rewards** work very similarly to Sea Rewards, however, Island Rewards come with an additional cost: when a player claims an Island Reward, they mark the space from which it was claimed and **must skip Step 3: Sell Fish.**

The player recorded a 2 in the Ship's Log meaning thier Sailing Actions will occur in the 2 Sea Region this turn.

Their Ship gives them 3 Sailing Actions.

With thier 3 Sailing Actions, they mark a Metal Reward Space and two of the three Fish Spaces on the Shark.

Sell Fish

Players who have not claimed an Island Reward may now **Sell Fish** they have circled to claim Rewards on the **Market Board**.

To **sell a Fish**, cross out the marked circles on the Fish and then mark an Icon matching that Fish on the Market Board.

Claim Market Board Rewards immedietly when all Fish Icons have been marked.

(**Important:** All circles must be marked in order to sell a Fish.)

Any number of Rewards may be claimed in a single Sell Fish phase.

Mark out each circled Fish Space and Reward after it is claimed. If you complete adjacent Rewards, immedietly gain the **Bonus Rewards** shown between the Reward Spaces, if any.

The player wants to sell Fish. They can sell completed Fish from any Sea Regions.

The Whale and Shark are completed and can be sold, but the Tuna is not.

To show that they've been sold, the player slashes through the circles on the Whale and Shark, and also mark of Whale and Shark icon of their choice in the Fish Market.

They gain the Rewards from completed Fish Market Reward Spaces.

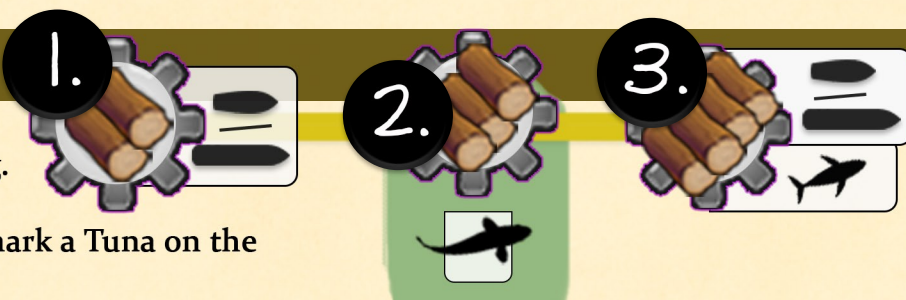*In this case they completed adjacent Reward Spaces and also recieve a Basket*
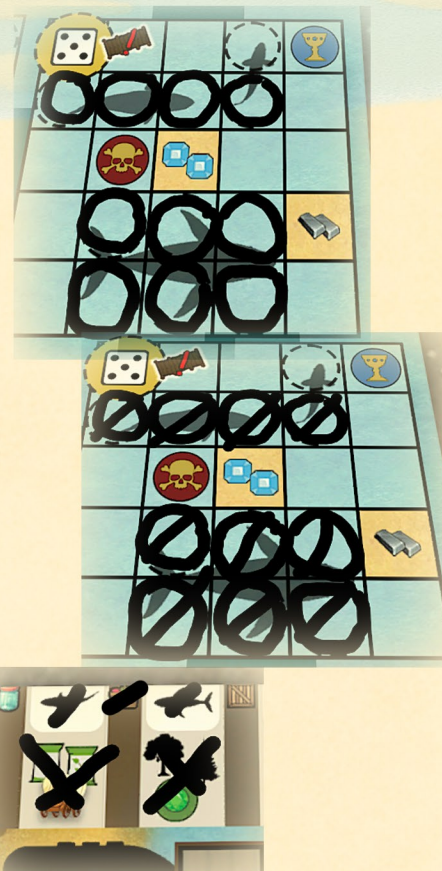
Fishing Track Modules

1. Unlock a Ship of the player's choosing.

2. Each time a Sailing Action is taken, mark a Tuna on the Market Board.

3. Unlock the remaining Ship. Fish a Whale in a Sea Region with an unlocked Dock.

Maps

Maps are a flexible Reward that allows the player to progress in one of the three areas on their Wilderness sheet.

Each time a Map is collected, choose one of three options:

1. Mark three mine spaces adjacent to an aleady marked space, but collect no Rewards.

2. Mark three Roads adjacent to marked roads.

3. Mark two Fish circles, in a Sea Region with an unlocked Dock.

Encounters

Each Die Action on the Wilderness Sheet (Mining, Travel, and Sailing) offers opportunities to engage with each of the three types of **Encounters**: Combat, Relic, and Enterprise.

Combat Encounters

To mark a space containing a Combat Encounter Reward (⚔), players must:

1. Have a Combat Card in their Encounter Row

2. Have a Combat Score higher than the Combat Score shown on the card

First, players reference their **Base Combat Score** (found on the red Combat Score Track [Swords] of their Farm Sheet) and combine that number with any **Combat Bonuses** they may have available to them. Discard the defeated card and gain its shown Reward. **Slide other Encounter Cards** rightward, after discarding if Slot Two or Three is empty.

Combat Bonuses can come from:

- Red Fate Die
- Farm Cards

The player marks a Combat Encounter Reward.

They have a Base Combat Score of 5.

In order to defeat any of the Combat Encounters in thier Encounter Row they need a Combat Score or 9 or greater.

They use a Fate Die and add that number to their Combat Score giving them 12 Combat Score-- enough to defeat the Bandit but not the Pirate.

Relic Encounters

Relic Encounters work the same as Combat Encounters, but players instead reference their **Base Relic Score** on their Relic Score Track.

Relic Bonuses can come from:

- Blue 4-Sided Fate Die
- Farm Cards

Gaining New Encounters ❗

When resolving the red exclamation mark Reward, **draw an Encounter Card** and put it in **Slot One** of your Encounter Row.

If it is occupied by another Encounter, it pushes that card to Slot Two and so on. Cards pushed from Slot Three are discarded.

Bosses

Marking a Boss Reward Space triggers an Encounter just like a normal Encounter Reward Space.

The player does not require a valid card in their Encounter Row, but instead must exceed the Relic/Combat Score (or in the case of the Pirate Boss-- both), and they then mark the Boss.

At the end of the game marked Bosses are worth 20 VP each.

Enterprise Encounters ?

When an Enterprise Encounter Reward (?) is marked, the player gains the depicted Reward a **number of times equal to their available Wagons.**

Wagons are available if they are in the player's play area and not on a Wagon Bonus Action or a Market Card.

*The player marks an Enterprise Encounter Reward Space showing a purple Skill gem.*

They have three available Wagons in their play area, meaning the Reward space grants them three purple Skill Gems.

Shortcuts

Shortucts on the Wilderness Sheet offer opportunities to progress deeply into another Action Area when marked.

Gain a Stone and green Gem. This counts as a Mine Entrance.
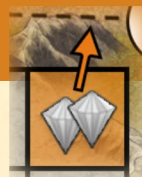
Gain two Diamonds, also mark the shown Road.

Draw a Farm Card, also unlock Dock 4.

Fate Dice

Fate Dice may only be used **once per Round**, per player. (Indicated by an unmarked Clover with the current Round Number.)

To use a Fate Die, the player chooses either the Red Combat Die, or the Blue Relic Die and adds its value to their Combat/Relic Score for a single Encounter Card.

They then mark the Clover numbered with the current Round.

Free Actions

On a player's turn, they may take any number of Free Actions in addition to their Die Action.

A player may take a Free Action to:

1. Play a **Farm Card** from their hand.

2. Spend Resources To **Unlock A Module/Repair Fencing**

3. Take a **Wagon Action**

4. **Modify** A Die

Playing Farm Cards

At **any time during the Action Phase**, a player can play a Farm Card from their hand.

To play a Farm Card, a player **pays its Resource Cost** (upper left), and then places it in their Play Area.

There are three types of Farm Cards, each with a different color header:

1. **Passive Abilities:** Cards with passive abilities have a **green header** and provide **an ongoing bonus** which will benefit the player each time they take a specific action. These bonuses can trigger any number of times during the game as long as the corresponding condition is met.

2. **Income:** Cards with a **purple header** that provide the depicted Resources once during each Income Phase.

3. **One-Time Benefits:** Cards with **no header**, or Building Cards with a **white header**, provide one-time benefits which are gained immediately upon playing the card.
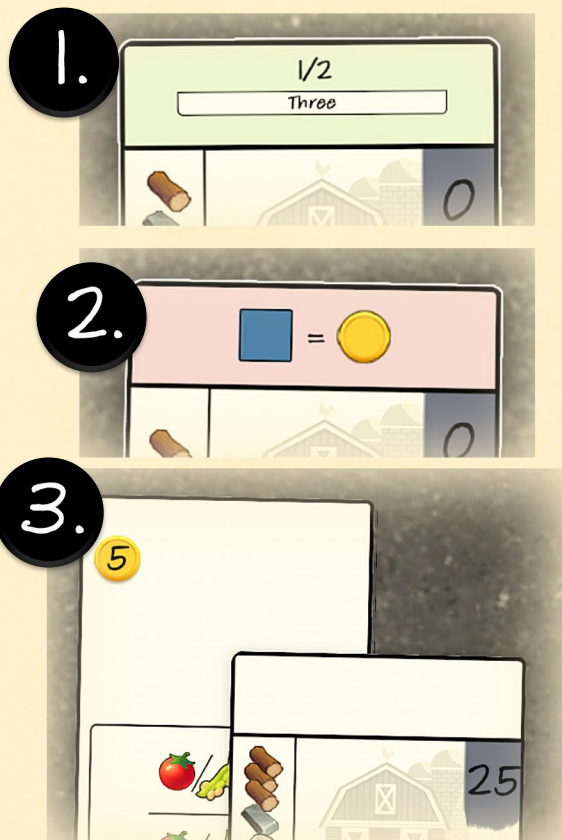
Unlocking Modules

Many areas on the game sheets contain Rewards and Abilities that are not accessible to players at the start of the game. Players may spend Resources at any time during the Action Phase to pay the Resource costs shown on their Player Sheets.

(**Reminder:** Cogwheels allow players to ignore these Resource costs and unlock Modules for free.)
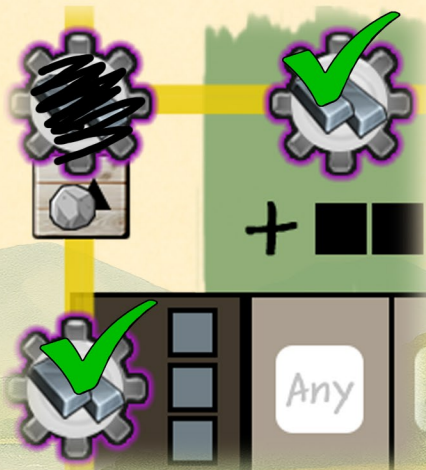
Module Types

Unlock by paying shown Resource cost, or with Cogwheel.

Unlock only by paying shown Resource Cost; Cogwheels invalid.

Some Modules are linked by **yellow lines** and must be unlocked in a specific order, starting from the first module. Adjacent Modules connected to by a yellow line to a marked Module are available to be

Chickens and Cows

At the start of the game, the **Coop** has space for two Chickens, and the **Barn** has space for two Cows. In order to house more animals, players must unlock the Barn and Coop Modules.

If players would **gain an Animal**, they mark the next space on the Coop or Barn track. If there is no legal space to mark, that Animal cannot be housed, and it must be forfeit.

> (**Tip:** The Coop and Barn produce Eggs and Milk during each Income Phase which are often essential to complete Contracts during the Market Phase.)

Land Expansion

Unlocking the Land Expansion Modules on the Farm Sheet gives the player:

- Additional Modules that cost Coins/Cogwheels to unlock

- Additional storage for Fruit and Pine trees

- Additional Fence Repair opportunities

Players start with the top-most section of land unlocked and must unlock additional sections if they wish to access Modules in other sections, collect more than one of each Tree, and Repair the Fenceing more than twice.

The metal fencing divides the three Land Expansion sections.

Fence Repairs

The Fence Track runs along the bottom right corner of the Farm Sheet and can be progressed by spending a single Resource of any type during the Action Phase as a Free Action.

It is part of the Land Expansion Module System and Fencing in locked Land Expansions cannot be repaired until unlocked.

Wagon Actions

At **any time during the Action Phase**, a player can use their available Wagons to take Wagon Actions.

Each time an Action Die is used, it covers one of the three Wagon Actions. Only the Wagon Actions without Dice or Wagons already on them are available to be used.

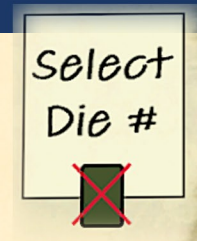To take a Wagon Action, place an available Wagon onto the action being performed.

Wagon Actions:

1. Draw three Encounter Cards, pick one to keep. (Cost: Wagon)

2. Plant any Crop. (Cost: Wagon and Five Coins)

3. Gain two of any Good. (Cost: Wagon and Nine Coins)
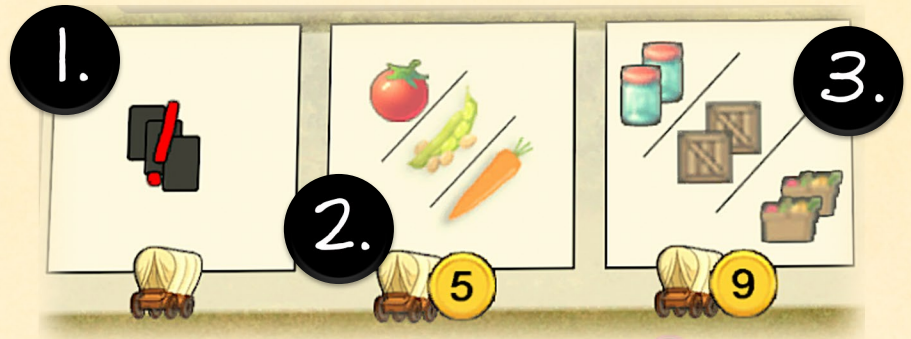
Modifying Dice

At any time a player may **discard a Farm Card** from their hand to set the number on an Action Die of their choice.

The Growth Phase

After each player has resolved three Die Actions, the Action Phase ends, and play continues to the Growth Phase.

Each Growth Phase, players simultaneously perform two steps: **Grow Plants** and **Breed Animals**.

1. Grow Plants

For **each crop column with a marked space**, fill in the next circle above that marked space.

Columns whose top most plant has been sold (has an X through it) do not perform this step.

Crop Quality: ⭐

Each Field has its own Quality Track. **Fertilizer** is used to mark spaces on this track.

> At **Quality Two**, mark an extra circle Crop Space each Growth Phase in any marked column of of that Field.
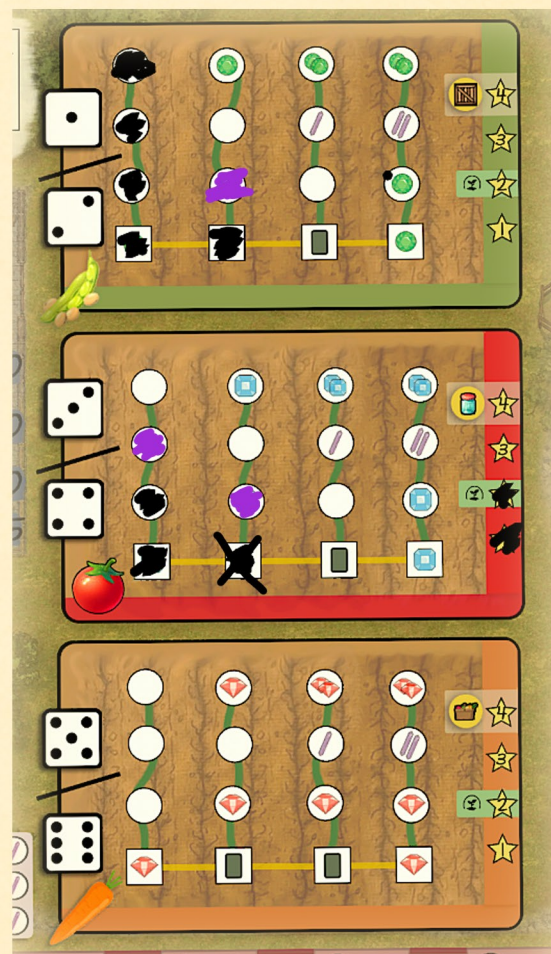
> At **Quality Four**, recieve the shown Luxury Good.

> **Merchants** may also require that the Crops they purchase from a player be of a certain Quality.

2. Breed Animals

If the player has *at least* **one pair of animals of the same type**, they select **one pair** to breed.

Each Growth Phase, if there is room in their Coop or Barn, players gain, at most, one Cow or one Chicken.

(In this example, new Crops are marked in purple.)

The Soybean Field recieves one new Crop in the second column. The first column, while marked, has no room.

The Tomato Field recieves a new Crop in Column 1. Column 2's top marked space is X'd and cannot grow. An additional Crop may be grown in Column 1 or 2 because it is a Quality 2 Field; the player chooses Column 2.

The Carrot Field recieves no new crops; it has no columns with marked spaces.

The Income Phase

In the Income Phase, players simultaneously gain Resources from the **Income Tracks** and any **Income Buildings** they have played from their hand.

The Player gains 1 Stone, 1 Egg, 2 Milk, and 4 coins from the Income Tracks on the Farm Sheet. They also have a Farm Card that gives them a Luxury Good of their choice.

> **Reminder:** Players may not take Free Actions at this time. They may not unlock Modules, play Farm Cards, etc.

The Market Phase

In the Market Phase, players may trade their Crops, Resources, and Animal Products to local Merchants.

Starting with the **first player**, players take turns placing one of their available **Wagons** onto a **Market Card**.

After placing their Wagon, players pay the depicted **cost on the Market Card**, and **resolve Rewards** earned for doing so.

Players can **pass** at any time if they do not wish to place any more Wagons. Continue until all players have passed or used all their Wagons.

> (Some spaces on the Market Card are **only used in 3/4/5 player games** and are marked to indicate this.)

When a Crop or Egg/Milk is sold in the Market phase, mark it out with an X on the Farm Sheet.

When players recieves a **Good** (Jar, Crate, or Basket) they choose which **Goods Building** they store it in.

In a two player game, the Blue player decides to sell a set of Crops:Tomato, Bean, and Carrot.

Yellow has already taken one of the two spots available in a two player game, and Blue places his Wagon on the last remaining space.

He X's out the crops required, and gains two Jars and three Coins.

Goods Buildings

In exchange for their Goods, players record sales in various Goods Buildings on their Farm Sheet.

Each Building grants a player Victory Points at the end of game, according to spaces marked and in a slightly different manner from the others:

1. Each fully completed Column scores the shown VP.

Goods are recorded left to right in their assigned row.

6. Recieve the VP shown next to each combination of Goods, if all Goods have been marked.

2. Each Luxury Good of any type scores the shown VP on the marked space.

5. When unlocked, choose one of the three Enemy types.

Each time you complete an Encounter matching that Enemy type, after unlocking this Building, mark the next space starting from the top.

3. When unlocked, choose one of the three Goods types, and fill in that hashed circle.

Store only that type of Good in this Building.

Each colored tier scores the shown VP if fully marked.

4. Only Jars can be recorded here.

The Round number determines which row can be marked. Rows 1 and 3 give Skill Gems. Rows 2 and 4 score VP per Jar recorded at the end of the game.

The Refresh Phase ↻

Before the next Round begins:

1. Pass the **First Player Token** clockwise.

2. Players pass their **unused Action Die** clockwise.

3. Each player gathers and rolls their 4 **Action Dice**.

4. The new First Player rolls the **Fate Dice**.

5. **Return Wagons** from Market Cards and Wagon Bonus Actions.

If it is the end of Round 5, continue to **Final Scoring**. If not, a new Round begins.

Final Scoring

!!! After resolving the 5th Round, players have **one final opportunity** to use their remaining Resources to perform **Free Actions** before the game ends. !!!

Then, each player tallies their **Victory Points** using the **Score Track** at the bottom of their Farm Sheet.

1. Skill Tracks

Add up the points received for progress on each Skill Track. To determine each Track's point value, find the right-most marked space and reference the point value shown at the bottom of that column.

2. Goods

Add up the points received for each Goods Buildings, recording it the alloacted space next to the Building. Then, add up the VP from all Buildings and record that number on the Score Track.

3. Bosses

Each of the three bosses is worth 20 VP.

4. Cards

Add up all the VP Shown on each of your played Farm Cards.

The player with the highest Final Score is the winner!!!

(Tied players share the Victory.)

How does your farm measure up?	
500+	The pride of the King; you are a beacon of fortune and prosperity.
450-499	Thriving and sturdy. You are the envy of your neighbors.
400-449	You know how to work with your hands.
300-399	You could probably survive the winter.
0-299	It's just you and your shack in a lonely dirt field.

Draft Rules

Deal each player a hand of five Farm Cards.

Players choose one card to keep and then pass the remaining cards clockwise. Continue doing this until each player has chosen four cards to keep. Discard the remaining, undrafted cards.

Symbols

Jar	Luxury Jar	Pirate	Combat Encounter
Crate	Luxury Crate	Bandit	Relic Encounter
Basket	Luxury Basket	Troll	Draw an Encounter Card, and add it to the One Slot in your Encounter Row

Fertilizer

Cogwheel

Coin

Map

Farm Card

Metal

Stone

Wood

Wood/Stone /Metal

Diamond:

Gain any color gem.
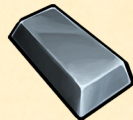
Use coins only to claim a City Reward Space from this city. (Does not count toward limit)

Flip a face down Wagon Token and add it to your active pool.

Plant the shown Crop.

(Mark the next Square space in the corro. Field.)

Milk/Egg

(Mark the next circle on the Milk/Egg Track.)