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*The game awaits your skill and strategy in poultry farming. You'll auction & buy lands for buiding farms, use your skills to produce maximum number of eggs and keep them secure in changing seasons.*

2-6 Players

Ages 14 & Up

45 - 90 Minutes

We Farm is a strategy game designed for developing cognitive skills related to personal financial literacy among young adults.

## Objective of the Game

Players make decisions for their income every year, buy assets, farms, hens, nests & auction land. Choose to take up power cards to make farms or action cards to earn extra income. The players take risk and predict the coming season to earn profits by spinning the wheel by using the power card. Players also strategically build farms and buy lands using area control & pattern matching to earn maximum profits & create losses for other players. They also sell their eggs to earn some extra money.

## Goal

The goal is to make 40 victory points, with victory points representing your reputation as a poultry farm owner. Each farm made counts as 5 VPs and eggs value 1 VP in the game. When a player reaches 40 points, the current year will be played through the year end, and the player with the most points wins. Players may exceed 40-point goal and there is no point limit. In case of a tie, player with more number of farms wins the game. It is important to note that the winner should not have any debt or ill birds in their farm.







# COMPONENTS

## Cards (170 Total)

36 Action Cards  
(Silver deck)



36 Power Cards  
(Gold deck)



48 Mystery Cards  
(Wood deck)

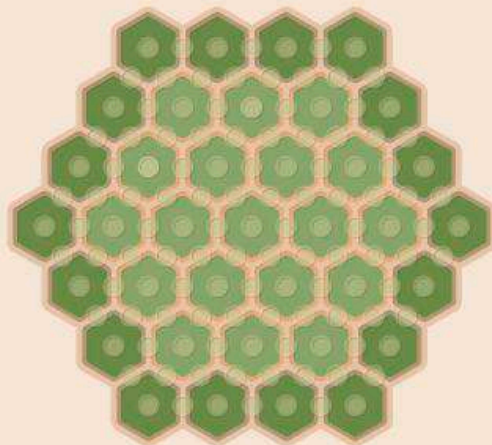


50 Money  
(Pink deck)



## Boards

1 Game Board



6 Poultry Farm Mats

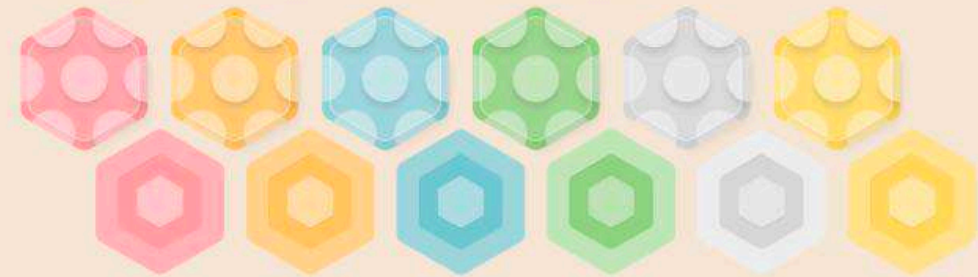


1 Spin Wheel Board  
(with Prediction Mat)



## Pieces

36 Land tiles with Farm tiles on flip sides in 6 Different Colors



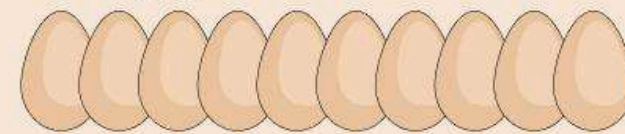
36 Extra Food Pieces



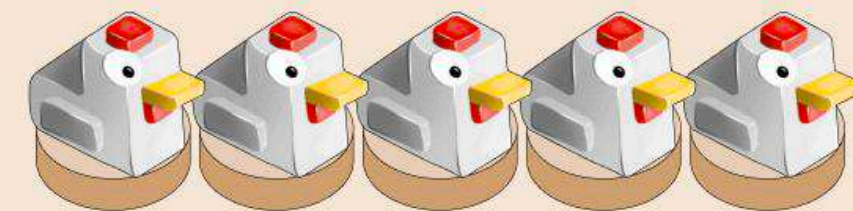
36 Medical Bills Pieces



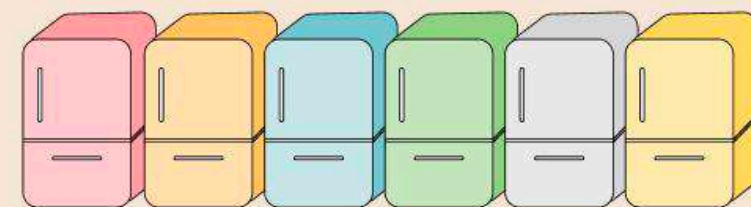
60 Eggs



50 Hen with Nest Pieces



6 Refrigerators



6 Auction Hammers



12 Victory Points & Actions Tokens  
(3 in each of the 6 colors)



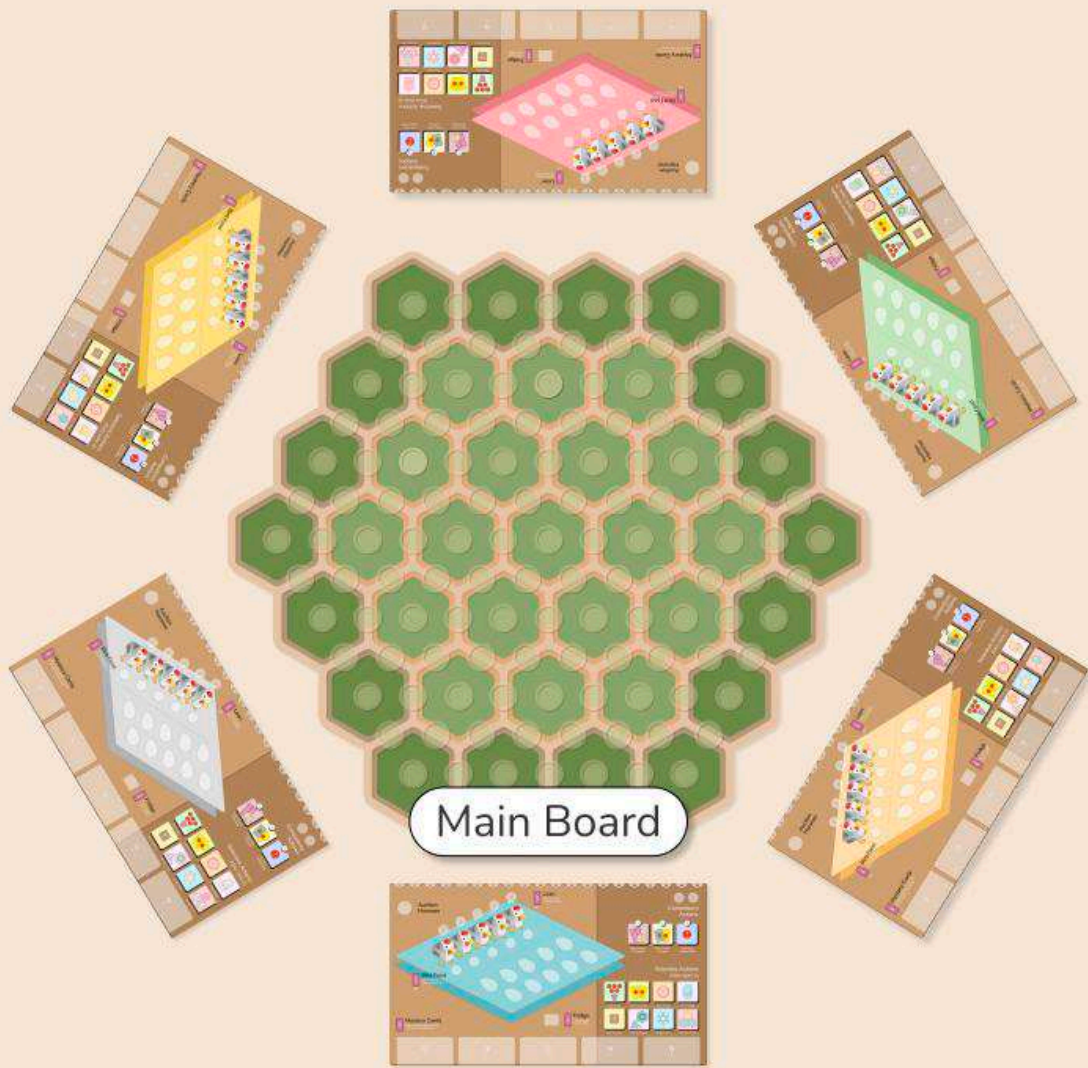
1 Dice



**RuleBook**  
(with Quick Reference Guide)



# SETUP



## Table Setup

The main Board is placed on the centre & the personal boards are placed on each of the side of the main board depending on the number of players. The game box containing all the pieces & cards is circulated to players whose turn it is. The spin wheel & prediction mat is placed on a side.

## Main Board Setup

This is where land auctions will be held, farms will be built and hens with their nest will be placed for egg production by all the players. Therefore it should be kept at an arm reachable distance for all the players.

## Selecting First Player

The wheel is spun after players have taken their personal boards. The color on which the pointer stop at is selected as the first player color. The person with the personal board color similar to that is the player to start the game. The game is played in the clockwise direction.



## Personal Board Setup

These are placed in front of each player. Auction Hammer, 1 victory point token & 2 Action Tokens are given to all players initially. The following is public information and cannot be concealed: a player's poultry farming mat, food, eggs, loan, number of power, mystery cards and money. Mystery cards and power cards are placed facing down. Owner of cards can see power cards anytime but mystery cards can be seen only once while buying.





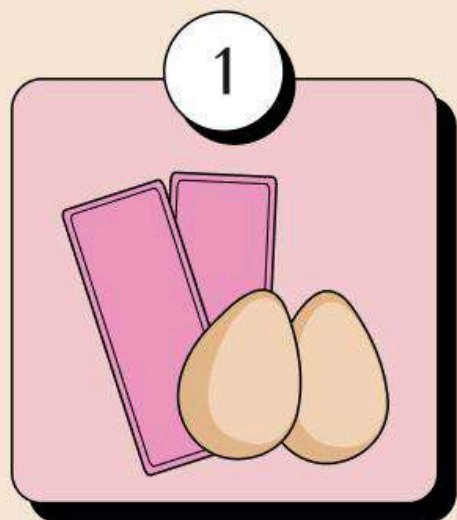
# TURN SUMMARY

## Actions to do in your turn

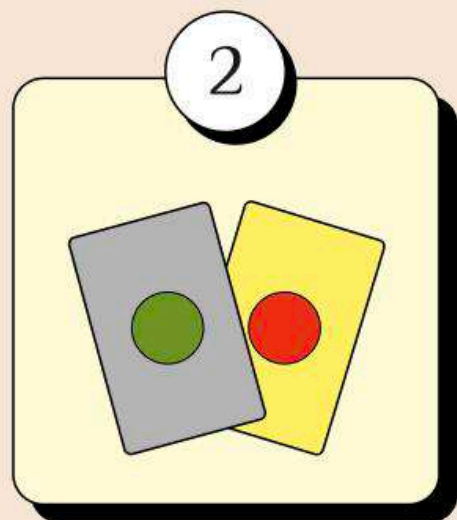
In every turn player has to take 3 Compulsory Actions and upto 2 more Selective Actions. All the actions are listed below in detailed format. Compulsory actions are to be done in the sequence given only. While selective actions can be carried out randomly.

Action marker is to be placed on selective action on personal board before carrying out the action. After the player is done, they pass the box to the next player. No changes or additional actions can be made once the box is passed to another player.

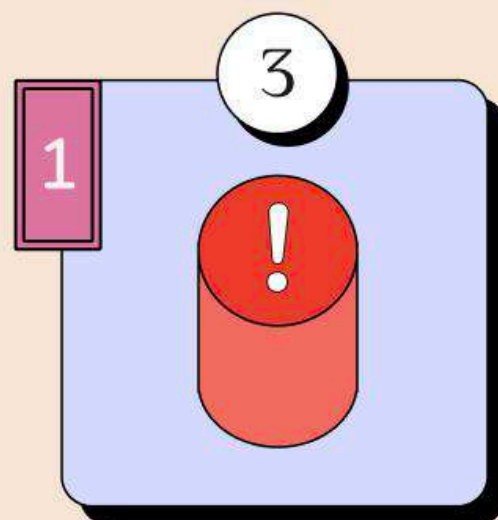
## Compulsory Action (to be done in order)



**Take Income & Produce**  
Take 2 Money & Eggs equal to the number of hens sitting in your farms, from the box.



**Pick Action or Power**  
Choose based on your strategy, types of cards are described on (Pg. 4 & 5).

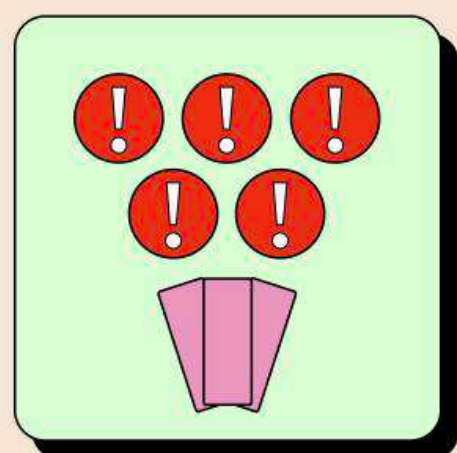


**Pay Due Medical Bills**  
If you have taken extra produce earlier, pay medical bills of atleast one hen. (See Pg. 6)

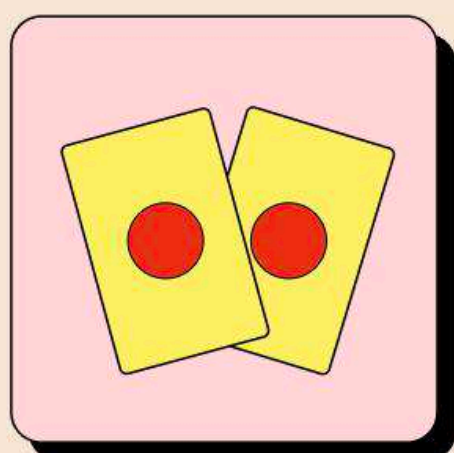
**Note**  
Same action can not be repeated twice in a single year by the same player.

## Selective Action (upto 2 can be done)

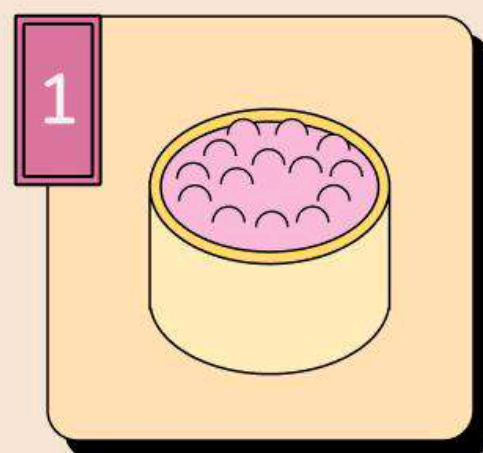
Move the action token to the action on the personal poultry farming board before taking that action. By the end of the turn move the victory points token if any points were earned.



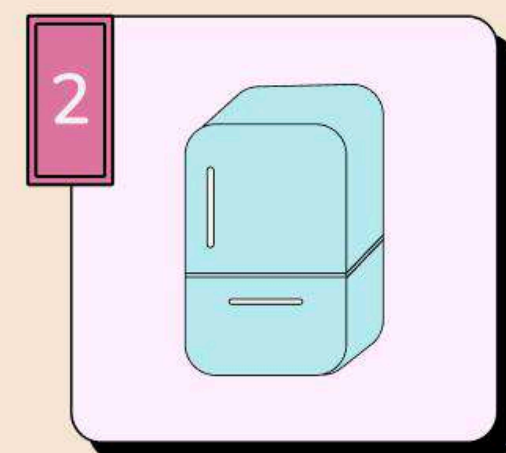
**Take Loan**  
Take 3 money from box. Pay 5 money later as medical bills for those hens. (See Pg. 6)



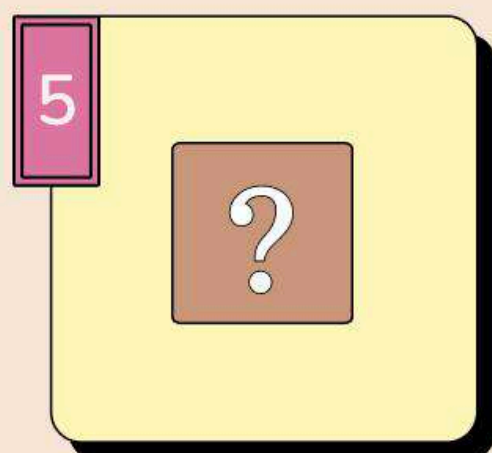
**Use Power**  
Upto 2 power cards that you have can be used. (See Pg. 5) how each card works.



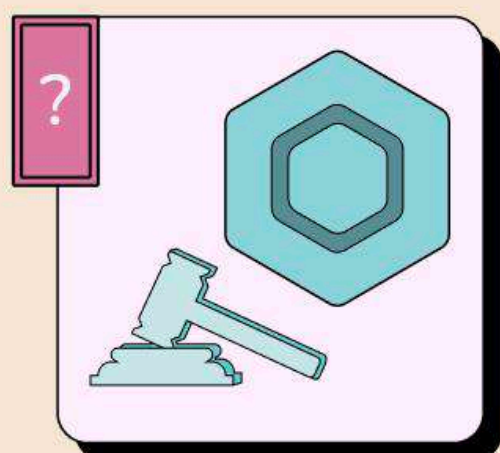
**Buy Food**  
Can buy only one in single turn. Gives 10 money after all 5 hens are fed. (See Pg. 6)



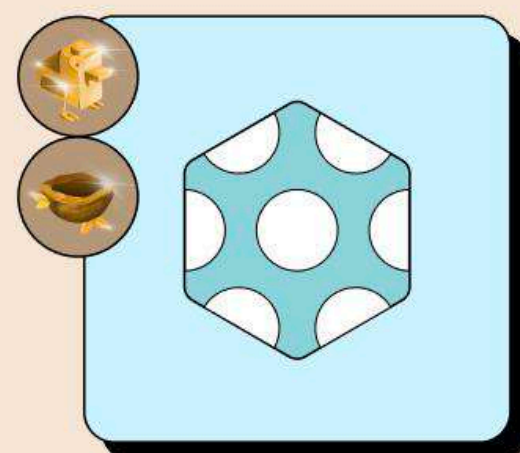
**Buy Fridge**  
Protect eggs & save money. Helps in adverse weather & disasters. (See Pg. 6)



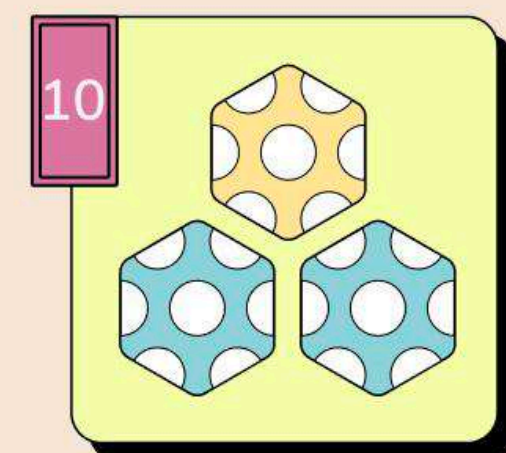
**Buy Mystery**  
Top card is picked. It can be hens or nests. Owner can view it only once & is to be kept flipped. (See Pg. 7)



**Auction Land**  
Hold auction for land, all players bet money, similar bets are cancelled & highest bidder wins. (See Pg. 8)



**Build Farm**  
Land token is flipped to make farms on board. Then hens are placed on completed circles of same color.



**Occupy Farm**  
One can occupy another players farm by surrounding it by two or more sides, and paying 10 Money.





# 1. Action Cards

These cards help in getting some extra income by changing the season, sometimes you lose when the season is not favourable.

**Full Fridge**

If  $\geq 6$  Money,  
Loose Half Money

**Full Fridge**  
If more than or equal to 6 **Money**, then loose half the money.  
If you have more than 6 Money then loose half of the total count. The number is rounded down. Eg. If you have 9 money then you only loose 4.

**Free Spin**

Get To Use The Spin Wheel  
For Free Now!

**Spin Wheel**  
Get to use the spin wheel whenever you play this card! Use this to predict the next year, use either money or eggs. (See Pg. 9) for more information on how this works. One is not allowed to get more than 12 Eggs & 24 Money in a single turn.

**Free Money**

Get 3 Free Money Due To  
Good Produce

**Free Money**  
Get 3 Free **Money** Due to Good Produce.  
Get 3 money from the box after getting this card.

**New Policy**

If  $\leq 4$  Money, Get 6 More Eggs

**New Policy**  
If you have less than or equal to 4 **Money**, you get 6 more Money.  
If only you have 4 or less than 4 money at the time of picking the action card, you get 6 more money.

**Rotten eggs**

All Players Loose Their Eggs,  
They Can Save 5 Eggs By  
Giving One Fridge

**Rotten Eggs**  
All Players Loose Their **Eggs**, They can save 5 Eggs by Giving One Fridge. This is an exceptional card as whenever someone gets this card, it applies to all the players. Players can willingly choose to not use the fridge as well.

**Rotten eggs**

All Players Loose Their Money, They  
Can Save All Money Only By  
Giving One Fridge

**Rotten Eggs**  
All Players Loose Their **Money**, They can save all their Money by Giving One Fridge. This is an exceptional card as whenever someone gets this card, it applies to all the players. Everyone loses all their money if they do not use their fridge.

**Bird Flu**

Loose Upto 1 Egg  
(If You Have Or Whatever You Have)

**Bird Flu**  
Loose Upto 1 **Egg**. If you have any Eggs. Else, Pay using other assets.  
Else, pay either 2 money, place one medical bill for bird on personal farm mat or sell fridge/farm to another player to pay it 1 egg.

**Bird Flu**

Loose Upto 2 Money  
(If You Have Or Whatever You Have)

**Bird Flu**  
Loose 2 **Money**. If you have any Eggs. Else, Pay using other assets that you have.  
Else, pay either 1 egg, place two medical bills for birds on personal farm mat or sell fridge or farm to another player to pay 2 money.

**New Policy**

If  $\leq 4$  Eggs,  
Get 3 More Eggs

**New Policy**  
If you have less than or equal to 4 **Eggs** then get 3 more Eggs.  
If the player has less than or equal to 4 eggs while picking this action card, only then they get the extra 3 eggs.

**Free Eggs**

Get 2 Free Eggs Due To  
Good Produce

**Free Eggs**  
Get two Free **Eggs**.  
Get 2 eggs from the box after getting this card.





\*Note: cards with this marker allow seeing of mystery cards



## 2. Power Cards

These (optional to use) cards that help in making a combination of hens & nests mystery cards by giving powers to see own or someone's cards, steal & exchange cards after and without seeing.

**Golden Credit**

Take A Loan Of 10 Money, Will Have To Return By Next Turn Or Pay 15 Money Penalty

**Golden Credit**  
 Take a Loan of 10 Money, & you will have to return it by Next Turn Or Pay 15 as Money Penalty.  
 If the game ends in this round, the player has to pay 10/15 eggs in the end of this year, before the final score counting is done.

**Spin Wheel**

Get To Use The Spin Wheel Whenever You Play This Card!

**Spin Wheel**  
 Get to use the spin wheel whenever you play this card! Use this to predict the next year, use either money or eggs. (See Pg. 9) for more information on how this works. One is not allowed to get more than 12 Eggs & 24 Money in a single turn.

**Swap**

Exchange Mystery Cards Of Any 2 Players After Seeing

**Swap**  
 Exchange Mystery Cards of Any 2 Players After Seeing Only Two Cards.  
 Player can swap one of their own cards as well. Player can see only two card and can decide to swap only the cards that are seen by them.

**Swap**

Exchange Mystery Cards Of Any 2 Players Without Seeing

**Swap**  
 Exchange Mystery cards of Any 2 Players Without Seeing.  
 Player can decide to even swap one of their own cards with another player. Do this activity secretly such that none of the cards are seen by any of they players.

**Exchange**

Exchange 4 Money To Get 2 Eggs

**Exchange**  
 Exchange 4 Money to Get 2 Eggs.  
 Players cannot use 2 Money to get 1 Egg or more number of eggs converted to money. The permissible quantity for exchange is limited to what is mentioned on the card.

**Exchange**

Exchange 2 Eggs To Get 4 Money

**Exchange**  
 Exchange 2 Eggs To Get 4 Money.  
 Players cannot use 1 egg to get 2 money or more number of eggs converted to money. The permissible quantity for exchange is limited to what is mentioned on the card.

**Steal**

Steal A Mystery Card From Any Player After Seeing

**Steal**  
 Steal A Mystery Card From Any Player After Seeing the Card.  
 Player can see only this one card and not choose to steal another card after seeing. Only they should see this card and not show to any of the other players.

**Steal**

Steal A Mystery Card From Any Player Without Seeing

**Steal**  
 Steal A Mystery Card From A Player Without Seeing. Player cannot see any of the cards. They can just choose to take a card and keep. However, if they see more than one by mistake, they should pay 2 Money or 1 Egg per extra card seen.

**See**

See One Of Your Own Mystery Cards

**See**  
 See One of Your Own Mystery Cards.  
 One can choose to see only one of his own cards, without paying any penalty. However, if they see more than one by mistake, they should pay 2 Money or 1 Egg per extra card seen.

**See**

See One Of Someone Else's Mystery Cards

**See**  
 See One of Someone Else's Mystery Cards.  
 One can choose to see only one card of any of the other players, without paying any penalty. However, if they see more than one by mistake, they should pay 2 Money or 1 Egg per extra card seen.



### 3. Money

All Players will get 2 Money at the start of their turn. Players can choose to spend the money or save by opting for different actions. Money can be accumulated, without any limits, but it is advisable to spend and get solid assets like fridge, mystery box, land or farms than keeping money. Some action cards help gain more money but some also are meant to moderate the amount of money players have in hand.

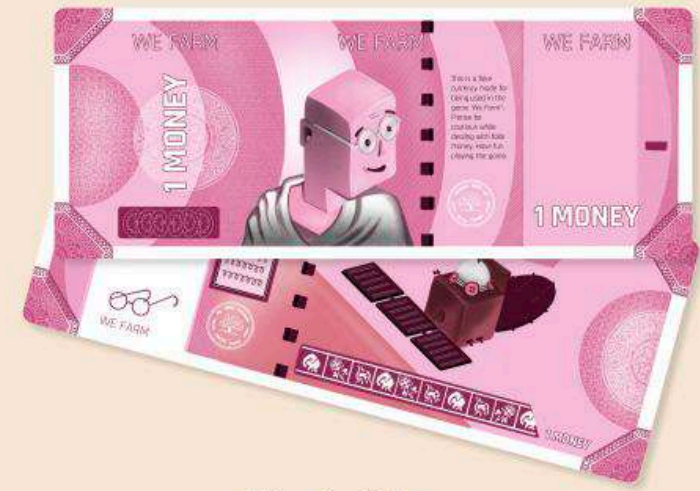


Fig 1. Money

### 4. Eggs

Players get eggs only after they have made farms. Players get eggs at the start of every year. The number of eggs is equal to the number of hens placed on the board. Eggs cannot be directly sold or converted to money.

**\*If the personal farm board is filled (i.e. 10 eggs) it does not count as VPs & can be used as Money, such that (1Egg = 2Money). No need to exchange eggs to convert to money, they can be directly used and their value will be considered as twice of that of an egg.**

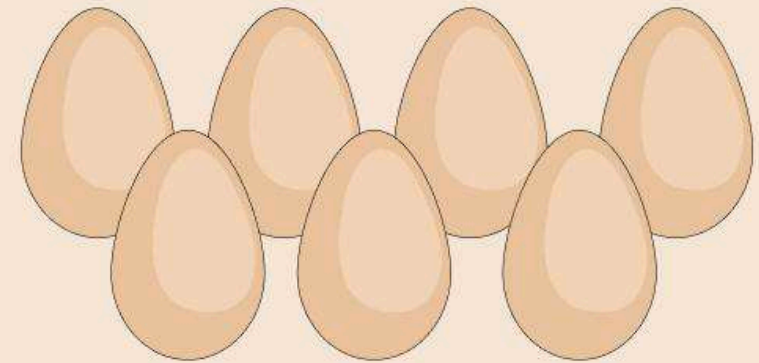


Fig 2. Eggs

### 5. Medical Bills

Players can take a loan of 2 Eggs, this will be counted as one action. This means that they forced hens to produce more eggs by using supplements and this will cause illness to all 5 on the personal farming mat. As a result they will then have to pay 1 Money for each of the hens's medical bill. So, taking 2 eggs will result in having to pay a total of 5 Money to overcome the debt or making all hens healthy again.

There is no need for the player to pay the medical bills in the same year in which they took the loan. But from next year onwards if they have any red tokens on their personal mat, they need to pay for atleast one off. Player can choose to pay more than one medical bill in a single turn as well. Every time a medical bill is paid, subsequent red token is removed from the mat and placed back in the box.

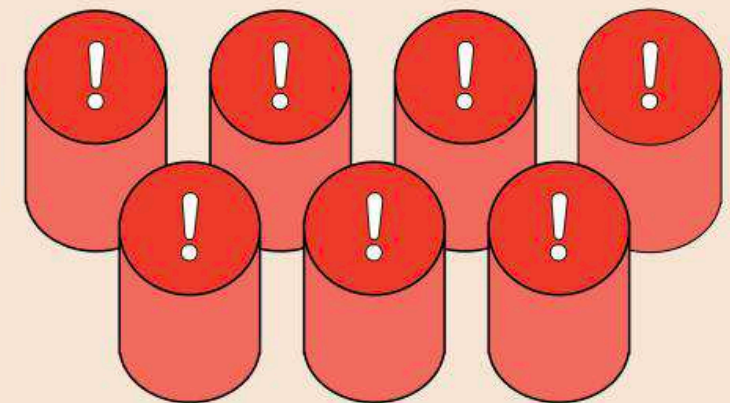


Fig 3. Medical Bills

### 6. Extra Food

The players can choose to give extra food to the hens on the personal farm mat. In a single turn, player can buy only one food token. Each extra food costs 1 Money. When they finish giving food to all 5 hens on the personal farm mat, they get 10 money in return, that can be collected immediately. All the food tokens need to be kept back in the box, after taking the 10 money bonus. This token allows the player to get 10 money by paying only 5 money.

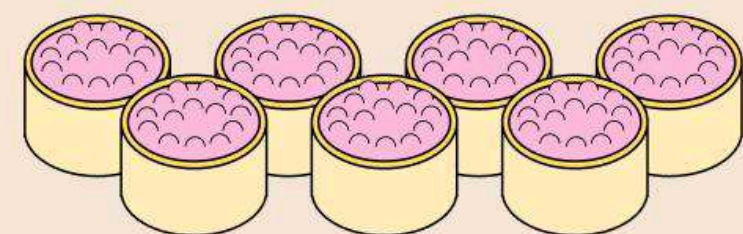


Fig 4. Bird Food

### 7. Fridge

This token allows for keeping the eggs and money safe from unavoidable circumstances, such as heavy rains (on spin wheel) or broken eggs (action card). The cost is just 2 money but it can save upto 5 Eggs and all the money that a person may have. It acts an an insurance for commodity.

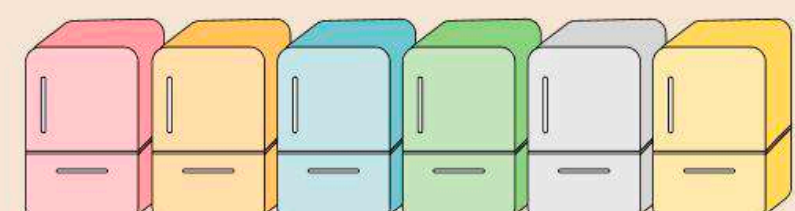


Fig 5. Fridge



## 8. Mystery Cards

These cards test for the players memory. They are similar to mystery boxes, they may contain hens or nests. A combination of mystery hen and mystery nest card allows players to create a farm. After making the farm the used mystery cards are discarded and kept in the discarded mystery cards pile in the box. Each mystery card costs 5 money and is picked from the top of the shuffled mystery cards deck.

One player can have a maximum of 5 mystery cards. If a player decides to buy a new mystery card even if

they already have a total sum of 5 mystery cards with them, then they will have to discard one of their cards. However, any of the players cannot see that card which was discarded. If seen, it cannot be non-discarded and there will be a penalty of 2 money to whoever saw discarded card.

Players can use Power cards (See Pg. 5) to see, swap & steal mystery cards on the table, they may belong to you or any of the other players depending on what is written on the power card itself that is being used.



Fig 6. Flipped mystery cards. When making a farm, two need to be flipped one after another.

### Seeing a mystery card by mistake

Players are allowed to see the mystery card only once, when they buy it. **For being able to see it again one has to pay 2 money to the box.** However if someone sees a mystery card (their own or other player's) they then will have to still pay 2 money to the box.

If a player while handling the cards, by mistake shows a card to some other player, the player who has claimed to see the card will have to tell which card it was. If it is correct then the player who was handling

the card will have to pay 2 money as penalty. If the player who claimed to see guesses incorrectly then they will have to pay 2 money as penalty. In both the cases, the card will be discarded and a fresh card will be picked from the mystery cards pile.

If the card that was being handled belong to the person who has claimed to see it. Then the guessing will not take place, the card will just be replaced with a fresh one.

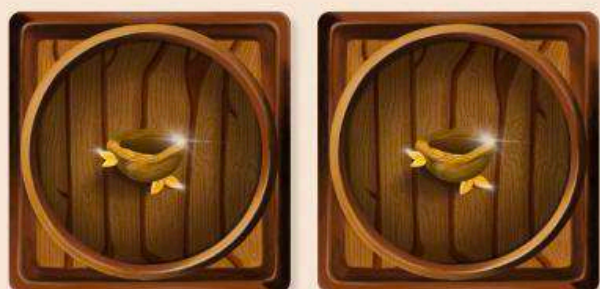


Fig 7. Pair of two nest mystery cards



Fig 8. Pair of two hen mystery cards

### Uncovering an incorrect pair of cards

When building a farm, if the player uncovers two of similar mystery cards, (See Fig 7 & 8) then they lose both the cards, it will be counted as an action, but the farm cannot be built. No other cards can be uncovered after this pair, for this year or action

### Uncovering to make farm without owning a land

Farms are made by flipping land tiles. If the person realises that they do not own a land after uncovering a pair of mystery cards, they can keep the cards aside and build using those cards later after purchasing land. It will still count as a separate action.



## 9. Land Auction

Whenever a player decides to do the land action, they first place the auction hammer on the spot for which they wish to hold the auction for. Then, players are given a minute to decide their bet amounts. When the player who took this action asks everyone to show their bet amounts, all at once. Players can choose not to bet. Any players who fail to bet when asked, will be out of the betting process. **All the bets of similar amounts are cancelled and the highest bidder wins the land. Only the player who won the bet will pay for the land, with the amount equal to what they've bet.**

Players can choose to bet using money of eggs as well, only if they have their personal farm mat filled with eggs (i.e. 10 eggs). One egg will be considered equivalent to 2 money.

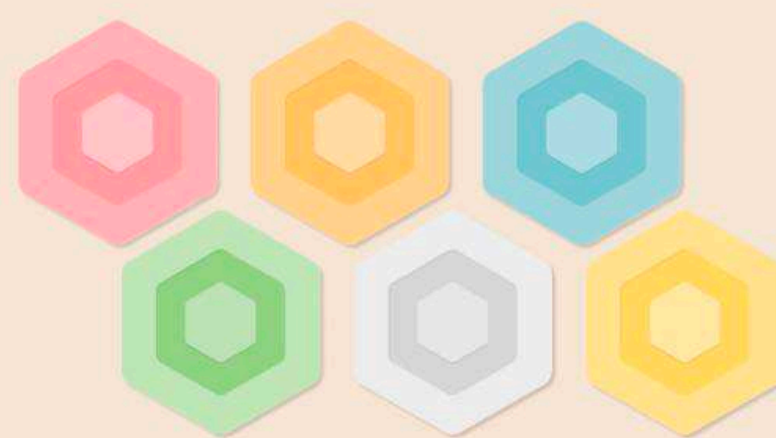


Fig 9. Land tiles

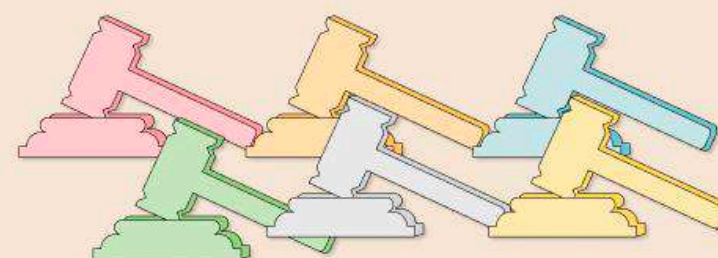


Fig 10. Auction Hammers

## 10. Building Farms

There are only two ways to own a farm:

- One is to make a pair of a Nest & a Hen mystery card and use them on the land that you already own to convert it to a farm
- Another way is to occupy someone else's farm by paying only 10 money (See Pg. 9).

Farms count as 5 VPs which can be added after the build action is done. Players should use their personal mat color tiles only for making their farms. **If there are less than 5 players, farms & lands cannot be bought on the edge of the board (dark green hexagons)**



Fig 11. Farm Tiles

## 11. Placing Hens

**All the colored complete circles of single color are filled with hen tokens.** It is favourable to make your farms near your existing farms, as then you will have more resources, i.e. more hens could be placed. See Fig. 12-15 for example.



Fig 12. Farm Tiles

At least one hen will be placed on each tile in the centre. One tile makes room for at least one hen.



Fig 13. Farm Tiles

When two similar tiles are placed next to each other, new circle is formed where a hen can be placed. 2 tiles make room for 3 hens.

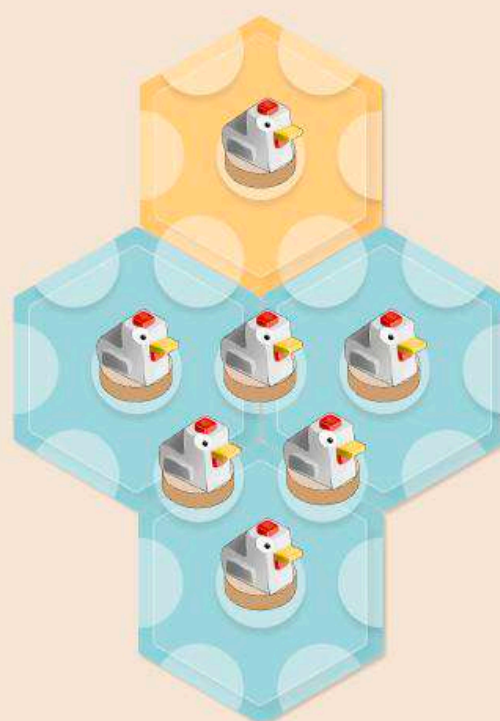


Fig 14. Farm Tiles

3 tiles can make room for 6 hens when placed next to each other. Even if circles is completed by two tiles of different colors, hen cannot be placed.



Fig 15. Farm Tiles

4 tiles can make room for 9 hens. Having land tiles of same color nearby does not allow for placing hens at the intersection.



## 12. Egg Production

In your turn, you can take the farm production from the box. It will be equal to the number of hens that are placed on your farm tiles. See Fig. 16. The eggs are taken from box and placed on the personal farm mat. If the mat is full, eggs can be placed outside. These excess eggs do not have any victory points & can be used a currency (**1 Egg = 2 Money**)



Fig 16. Placing hens & egg production from hens on the main board

## 13. Occupying Farms

As an action, **one can directly occupy an opponent's farm by paying 10 money or 5 eggs. Only condition is that the farm to be occupied should be surrounded by your own farms or lands by at least 2 sides** (See Fig 17A & 17B). Note that land cannot be occupied.

After occupying, the tile is replaced with another color tile. hens are replaced based on the new pattern formed.

The person who just lost the farm, moves their victory point marker to reduce by 5 points & the person occupying it adds 5 points to his personal farm mat. Farms once lost can be reoccupied again using the same mechanic.

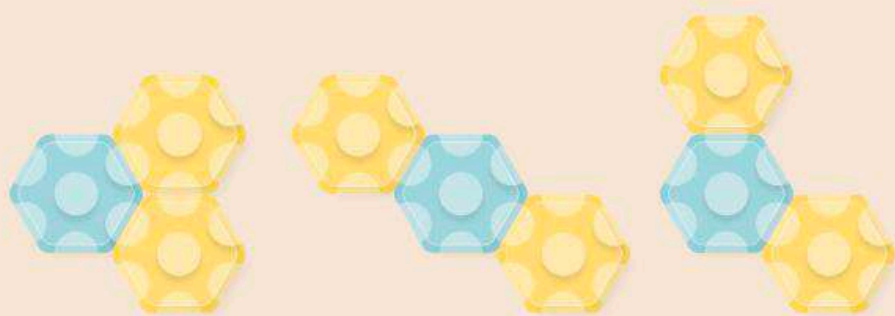


Fig 17A. Showing some conditions when yellow can occupy blue farm



Fig 17B. Showing some conditions when yellow can occupy blue farm

## 14. Spin Wheel

If you know something is going to happen in the future you will plan accordingly, here you can predict what will happen and plan, then spin the wheel to see if your prediction was correct. One can use it only by using the power or action card : Spin Wheel. One has to first decide if they will use eggs or money for betting, only excess eggs that do not fit in personal farm mat can be used.

Player has to decide which alphabets or numbers they are betting for. Lower the probability of that number's occurrence, higher will be the reward (See Fig. 18). No matter if the player wins or not, the final slot which is triggered happens for all players and they have to do whatever is written on for that slot on prediction mat.

Players can also choose to diversify, i.e. they can bet on multiple slots. Each slot will have a separate amount of money/eggs that is bet on it but the wheel will be spun only once. This way they can get more profits eg. If they bet 1 money on 'A' & one on '1' and if it lands on A, then they will get (12+6) eggs in total (including what they had bet), but if lost they lose only 2 money.

Note: **A player cannot get more than 12 eggs and 24 money in a single spin.** Even if they predict accurately, and win more than this they will only get 12 eggs if they had used eggs and 24 money if they had used money for betting.

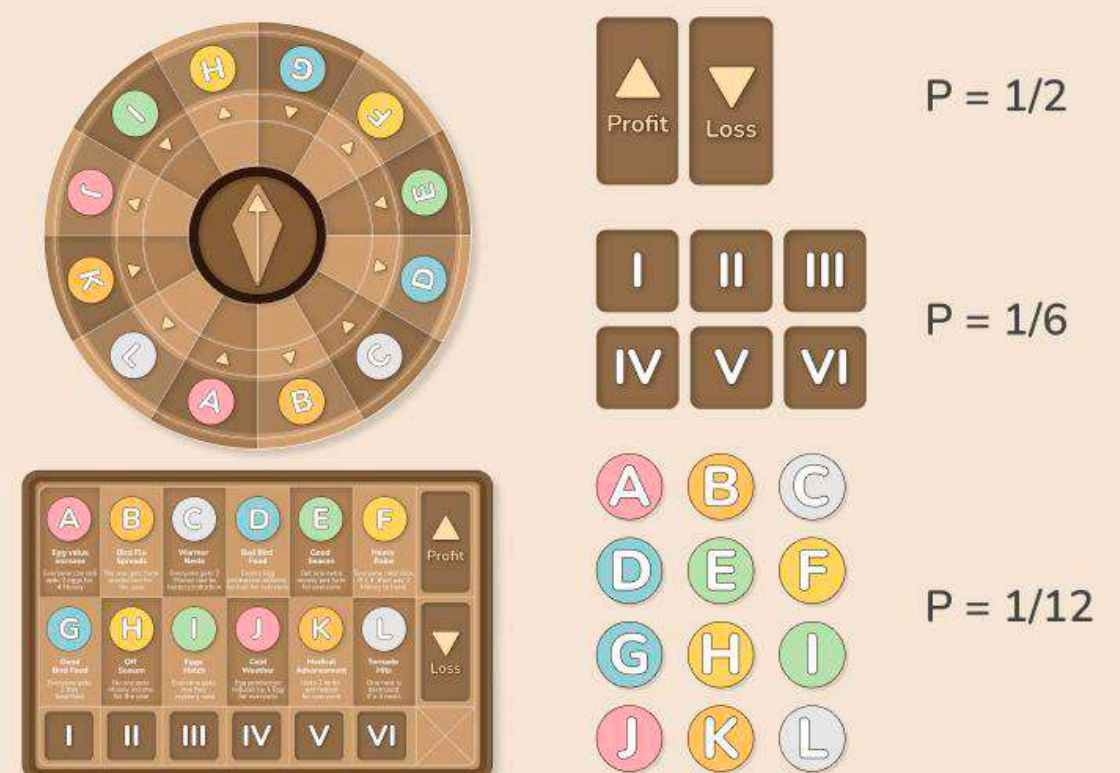


Fig 18. Spin wheel and Prediction mat with probability of each slot that could be bet on for.

## 15. Winning Condition

The goal is to make **40 victory points**, with victory points representing your reputation as a poultry farm owner. **Each farm made counts as 5 VPs and eggs value 1 VP in the game.** When a player reaches 40 points, the current year will be played through the year end, and the player with the most points wins. Players may exceed 40-point goal and there is no point limit. In case of a tie, player with more number of farms wins the game. It is important to note that the winner should not have any debt or ill birds in their farm.



# QUICK REFERENCE

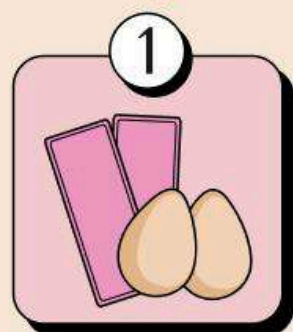
## Setup

- All players are given a personal farm mat.
- Action, Power & Mystery card decks are shuffled.
- Main board is placed at the centre.
- Spin wheel is spun to see who will start the game based on the color it stops on.

## Turn Summary

- Player has to take 3 'compulsory actions' as mentioned in graphic below &
- Then, take any 2 'selective actions'. Place the marker on the selected action before performing.

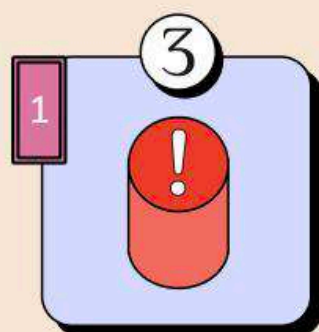
## Compulsory Actions



Take Income & Produce



Pick Action or Power

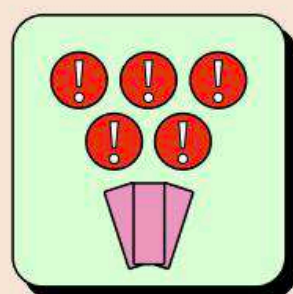


Pay Due Medical Bills

1. Take 2 money from box and eggs equal to number of hens placed on your farm tiles.
2. Pick a Action card or Power card from the shuffled deck. Do what the action card says. Power card can also be kept for later use.
3. If you have any pending medical bills, you will have to pay atleast 1. Use money, if not then sell food, fridge or farm and keep back in the box.

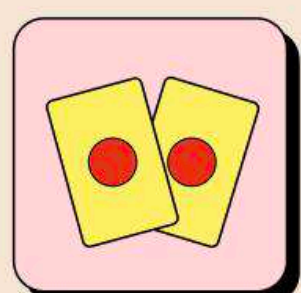
## Selective Actions

Any two different selective actions can be performed randomly from the given ones. No single action can be performed by the same player twice in the same year. After completing these actions, move the victory point marker if any new points were added.



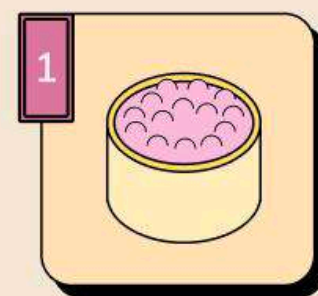
Take Loan

Take a sum of extra 3 eggs from the bank. You will have to keep the medical bill marker on all 5 hens on personal board. Keep removing the markers one by one, as you pay off the bills.



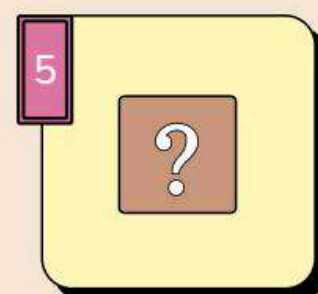
Use Power

You can make use of upto 2 power cards. Note that power cards can be either used as you pick them, at that time it will not be considered as a 'selective action' but a 'compulsory action'.



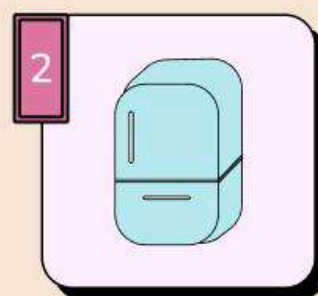
Buy Food

Players can buy upto 1 food in each turn. When all 5 food slots are full, these 5 tokens can be exchanged with 10 money from the box.



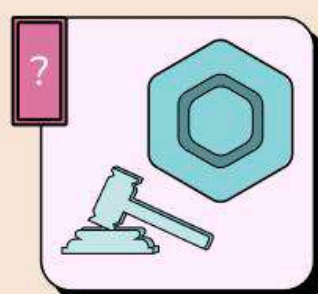
Buy Mystery

The card will be picked from top of the shuffled deck. Only the player buying the card can see the card once. The card is then it placed flipped on the personal farm mat. 2 money is to be given to see the card again.



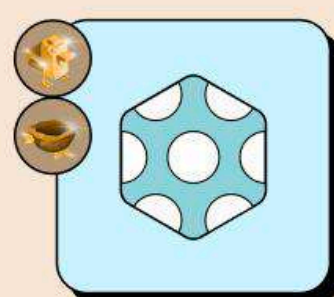
Buy Fridge

Protect upto 5 eggs & all the money. Helps in adverse weather like cold temperature & disasters like heavy rains. It can be on the action card or due to a player spinning the prediction wheel.



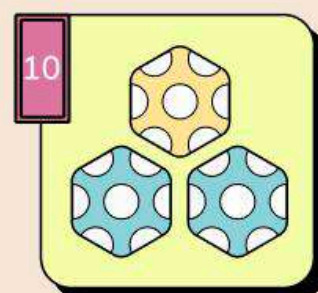
Auction Land

Place the hammer on the land to be auctioned. if less than 5 players are playing then edge slots(dark green) on main board are not available. Same amount bets are cancelled, highest bidder wins. Only winning player pays.



Build Farm

When you know that you have a combination of hen & nest mystery cards, then flip them over one after another to make a farm. Incase you flip 2 similar mystery cards, both card will have to be kept back in the box.



Occupy Farm

A player can occupy another player's farm by giving 10 money. They should have surrounded the farm to be occupied by 2 sides. It can be surrounded by either farms or lands. Land of other player cannot be occupied.

## Goal

The objective is to make a sum of 40 Victory Points. Each farm made counts as 5 VPs and eggs value 1 VP in the game. When a player reaches 40 points, the current year will be played through the year end, and the player with the most points wins.