

FRIEDEMANN FRIESE

# FORMIDABLE FARM

RULES BOOKLET



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# FORMIDABLE FARM

THE FAST GAME WITH FIELD CROPS FOR 1-4 PLAYERS

## AGAIN AT LAST IT IS MARKET DAY ...

In *Formidable Farm*, you tirelessly try to fulfill the wishes of the village population for field crops.

At the start of the market day, you set the number of trades you need to fulfill until the evening. Initially, you do not know the details of the village population's wishes, and you can only work through the trades one after the other.

The village population follows simple rules for all their wishes: If you supply the needed field crops, you will get a reward.

If a customer wants tomatoes, they give you two bags of wheat. If you organize a hoped-for sheep, the customer trades your surplus cucumbers for pigs. For two cucumbers and a bag of wheat you immediately get details for another three wishes.

If you have delivery problems, you can make additional trades at the market to get needed rewards. You also can use each of your fulfilled trade cards to pay for advantages.

If you are the first to fulfill the wishes of the village population, you win *Formidable Farm* and enjoy an early end of the work day.

## CONTENTS

• 1 supplies board

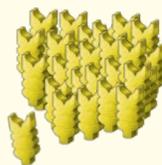


• 119 trade cards



• 90 field crops

30 wheat



20 tomatoes



20 cucumbers



10 pigs



10 sheep



• 1 starting card



• 4 "rule breaker" overview tiles



• 4 discs (in four player colors)



• 2 rule booklets  
(English & German)

## GAME PREPARATION

- Put out the **supplies board**.
- Place the **field crops** (sorted by type) in a supply next to the supplies board.
- Choose a color and take 1 **disc** and the **overview tile**. Place both in front of you. Return unused discs and overview tiles in the game box.

- Shuffle all 119 **trade cards**. Deal the following number of cards to each player.

1 player: 30 cards

2 players: 20 cards

3 players: 17 cards

4 players: 15 cards

Place your cards unseen as a face down stack in front of you. You also need some space for your pile of fulfilled trade cards.

Draw the topmost 3 trade cards from your own stack and take them in your hand.

- Place the remaining **trade cards** as a face down market stack next to the supplies board. Draw 5 trade cards and place them as the **market** face up in a row. You need some space for a discard pile.

- Randomly determine the player who places the **starting card** in front of them to start **Formidable Farm**.

### Example for 2 players



## HOW TO PLAY

You take your player turns in **Formidable Farm** one after the other and always perform several simple actions:

You **get supplies, fulfill up to 3 trade cards**, and can use several **fee-based “rule breakers”**. Afterward, you **refill the market** and the next player takes their turn.

When a player has fulfilled all their trade cards, finish the current round and then the game ends.

## TRADE CARDS AND FIELD CROPS

There are 119 different trade cards in **Formidable Farm**. Even though they all differ from each other, you can easily understand them. Each front side shows costs on top and rewards on the bottom while the back side shows a coin as a sign that you fulfilled that trade card:



**The costs:** The top of the trade cards shows the costs that you need to **pay entirely to fulfill the trade card**. For most cards, you need to pay 1 or more field crops and place them in the supply: wheat, cucumbers, tomatoes, sheep, and pigs. A few cards have special costs that you will find in the glossary on the back page of this rule booklet.

The field crops have different values. You get better rewards for sheep and pigs, and weaker rewards for wheat. Thus, the supplies board offers 3 wheat, 2 cucumbers or 2 tomatoes, and only 1 sheep or 1 pig. When you need to pay costs with any type of field crops, do not spend too many valuable field crops!

If you are the only player who fulfills all your trade cards, you win **Formidable Farm**. If several players do this, the player among them wins with the most remaining valuable field crops wins the game.

**Formidable Farm** offers a challenging solo game. All the following rules apply for it. Following this, we explain the few necessary additions on page 7.

**The rewards:** The bottom of the trade cards shows the rewards you can use. They are always useful, but not obligatory. The only mandatory part to fulfill the trade cards is to pay their costs.



Many times you get field crops as rewards which you take from the supply. Always take the full listed amount. You can collect any number of field crops in front of you. Although you want to fulfill the trade cards as promptly as possible and it usually does not take that long to collect the necessary field crops, the supply of field crops is unlimited. If a resource runs out, please use matching alternatives.

Most of the other rewards can be used up to a certain number of times, though you can choose not to use them at all.

**+1 Applies only for drawing cards:** If there are not enough cards in your stack to draw the listed number of cards, take any 1 field crop per missing card.



**Fulfilled trade cards:** At the end of your turn, place your paid trade cards face down in front of you. As of now, they count as fulfilled. Their back sides show coins as a reminder that you can use them for fee-based “rule breakers”. After paying with these cards, place them face up on the discard pile next to the market.

## YOUR TURN

During your turn you **get supplies** and **fulfill up to 3 trade cards** before you finally **refill the market**.

You can **freely choose the order** and can fulfill individual trade cards both before and after getting supplies.

You can also use several **fee-based “rule breakers”**. As long as you pay their costs you can use them at anytime during your turn.

### GET SUPPLIES

 You always choose an empty space of the 6 different supply spaces of the supplies board. Place your disc during your first turn on the circle of the chosen supply space. During all following turns you must move your disc and choose another empty supply space.



**Take field crops:** Take the type and number of field crops as printed on the supply space and place them in front of you: 3 wheat, 2 cucumbers, 2 tomatoes, 1 sheep, or 1 pig. You can collect any number of field crops.

 **Draw a trade card:** Draw 1 trade card from your stack and take in your hand. You can have any number of trade cards in your hand.

### FULFILL TRADE CARDS

To fulfill a trade card, play it in front of you, pay the costs, and then optionally take the reward.

Although it is your goal to fulfill your stack of trade cards as fast as possible, you can also choose to fulfill trade cards in the market to gain those rewards. This makes sense if you can get missing field crops or draw more trade cards from your stack.

**Important:** At the start of the game, the player taking the first turn can only fulfill at most 1 trade card from the market and the player taking the second turn can only fulfill at most 2 trade cards from the market. There are no restrictions from the third player turn onwards. Keep in mind that you always can only fulfill up to 3 cards per turn, regardless if these are cards from your hand or from the market.

You can use the following **fee-based “rule breakers”** during your turn:



**The same supply:** Instead of choosing an empty space when *getting supplies*, you can leave your disc on the same space, paying 2 fulfilled trade cards to do this. Then, you can take the same supply again from your previous turn.



**Occupied supply space:** Instead of choosing an empty space when *getting supplies*, you can place your disc on top of the other disc(s) on an occupied space, paying 1 fulfilled trade card per disc already on that space to do this.



**Take an additional field crop:** You can take as many desired field crops as you like from the supply, paying 3 fulfilled trade cards for each field crop taken.



**Draw an additional trade card:** You can draw as many new trade cards from your stack, paying 3 fulfilled trade cards for each card drawn.

**Don't be surprised:** You never “off-handedly” draw cards in *Formidable Farm*. You only do this when getting supplies, taking rewards, or paying for the fee-based “rule breaker”.

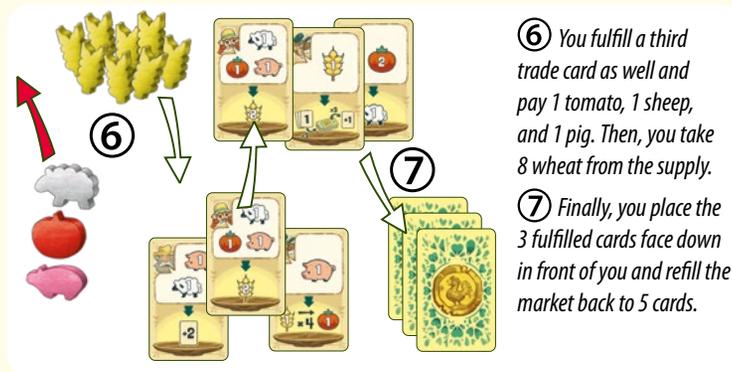
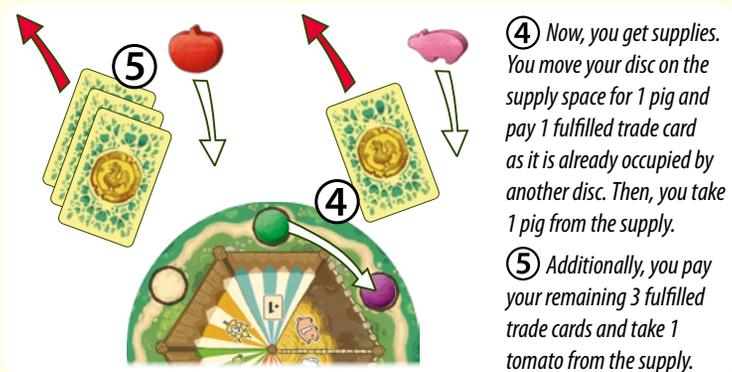
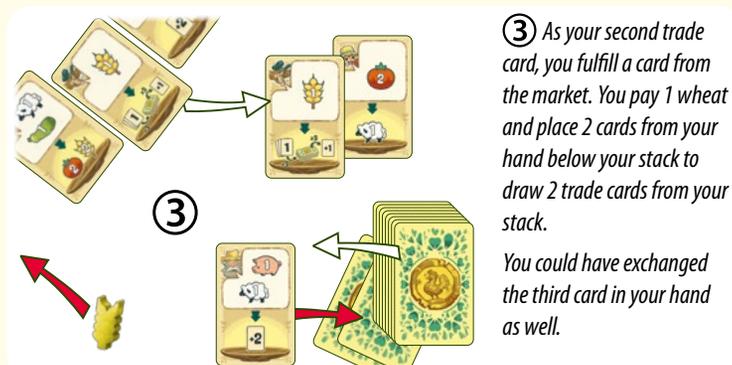
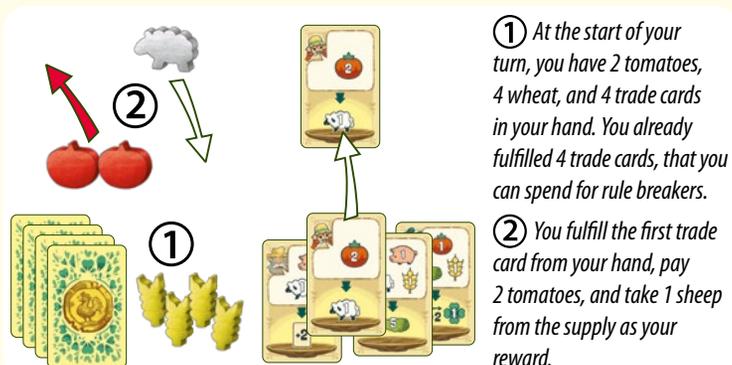
Although the **glossary** on the back page of the rule booklet may look scary, the individual rewards are all really simple. We will show you one of them in the example on the next page.



At the end of your turn, place the currently fulfilled cards face down in front of you. You can pay with them starting with your next turn. If there are less than 5 cards in the market, draw cards from the market stack and refill the market back to 5 trade cards. When the market stack is depleted, shuffle the discard pile next to the market and place them face down as a new market stack.

Now, the next player takes their turn.

## EXAMPLE FOR A COMPLETE PLAYER TURN



## END OF THE GAME

When a player has fulfilled their last trade card, finish the current round, so all players can take the same number of turns.

If only 1 player has fulfilled all their own trade cards, they win the game!

If several players do this, they compare their remaining field crops: Count 1 point per wheat, 2 points respectively for each cucumber and tomato, and 3 points respectively for each sheep and pig. The player with the more valuable field crops wins the tie. If you tie again, you share the victory!

We give our thanks to **Hans im Glück** and **Lookout Spiele** for allowing us to use their pigs and sheep for **Formidable Farm**.

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## THE SOLO GAME

You only need to make a few modifications for the solo game.

### GAME PREPARATION

- ③ You choose a disc and overview tile, place 1 of the remaining discs as a “countdown” disc on the circle of the supply space **+1** and the other 2 discs in a stack next to the supplies board.



### YOUR TURN

You have exactly 18 turns to fulfill all 30 trade cards of your stack.

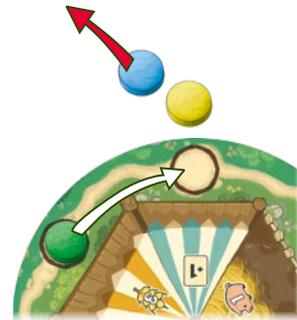
**Get supplies:** Regard the supply space with the “countdown” disc as occupied. If you want to move your disc on that space to get supplies, you must pay 1 fulfilled trade card as fee for the “rule breaker”.

**Fulfill trade cards:** You can fulfill any number of trade cards during each of your turns.

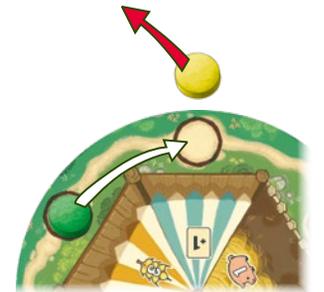
**The countdown:** At the end of your turn, you move the “countdown” disc clockwise 1 space forward.

When you move it back on the supply space **+1** for the first time after six turns, return one of the discs next to the supply board to the game box. After 12 turns, accordingly return the second disc to the game box.

After 6 turns ...:



... and after 12 turns:

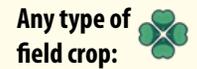


### END OF THE GAME

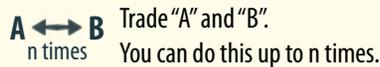
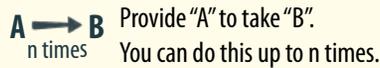
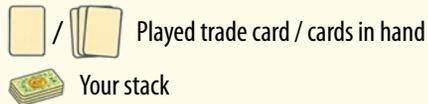
The game ends immediately, when you fulfilled all your 30 trade cards. You satisfied all wishes of the village population and win **Formidable Farm**.

When you move the “countdown” disc on the supply space for the third time after 18 turns and still have unfulfilled trade cards in your hand or your stack, part of the village population remains unsatisfied. You lose the game and quietly sneak home.

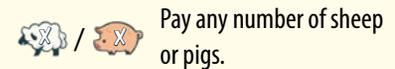
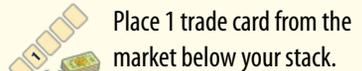
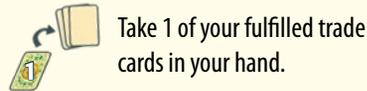
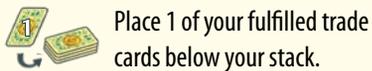
## FIELD CROPS



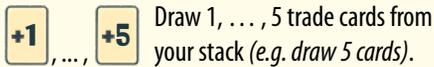
## GENERAL SYMBOLS



## SPECIAL COSTS



## REWARDS



**Only for this reward:** If there are not enough cards in your stack, take any 1 field crop per missing card.



Get supplies once or twice without moving your disc on the supplies board: your space / adjacent space / opposite space / any 1 space / space with the previous player's disc.

