



Happiness Farm Rule Set

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HTKB: Simple Games Suite: Happiness Farm Rule Set

Welcome to your new cooperative farm! You and your fellow investors have gathered your savings to start this new adventure.

There is nothing like a friendly wager amongst farmers to see who can make the most money in the first year.

Buy some animals, work the land, and sell some products already!

Number of Players

For up to 6 Players. Each Player starts with 20\$ and a Player Board.
The Player Board tracks: Money, Eggs, Meat, Milk, [Wool], Hay, Veggies

Setup

Put the Farm Board on the table so that each Player can reach the Board.

Put 5 Grass Tokens on each Pasture Square.

Put 1 Veggie Token on each Rough Square.

Put 2 Grass Tokens on each Forest Square.

Put 3 Veggie Tokens on each Garden Square.

Put 3 Bugs on each Rough Square.

Put 6 Bugs on each Forest Square.

[Put the Animal Meeples in a bag and set it to the side of the Farm Board.]

Play

Selling:

Chicken	\$3.00
Duck	\$4.00
Goose	\$5.00
Pigs	\$6.00
Goat	\$7.00
Cow	\$9.00
Horse	\$11.00
Egg	\$1.00
Milk	\$2.00
[Wool	3\$, 1 turn delay]
Meat	\$3.00

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Buying:

[Pull 8 + the number of players from the bag of animal meeples and place them in a group to the side of the Farm Board.]

Chicken:	2\$
Duck:	3\$
Goose:	4\$
Pigs:	5\$
Goat:	6\$
[Sheep:	5\$]
Cow:	8\$
Horse:	10\$

Place the animal on the board in an available square.

Farmer's Action(s):

Convert (1 Square):

- Convert Pasture to Garden
- Convert Pasture to Field
- Convert Rough to Pasture
- Convert Forest to Rough

Collect (from 2 Squares):

- Collect Hay from a Pasture Square: Remove all Grass Tokens, and gain Hay Tokens to the Player Board.
- Collect Veggies from a Garden Square: Move all Veggie Tokens from a Square to the Player Board.
- Collect Grain from a Field Square: Move all Grain Tokens from a Square to the Player Board.

Animals Roam and Feed:

Once per round, a Player may use their 1 Table Scraps to feed an Animal Meeple of their choice.

One Animal Meeple at a time, take turns in Player order, remove Food Tokens to each of their capacities.

If there is no Food Token adjacent to the Animal Meeple, they move to the nearest available space where the Animal Meeple has access to a Food Token.

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Feeding:

Chicken	2 Bugs, Grain, Veg, or Table Scraps [Option: Meat]
Duck	3 Bugs, Grain, Veg, or Table Scraps
Goose	3 Grass, or Hay
Pigs	8 Grain, Veg, Table Scraps, or Eggs [Option: Meat]
Goat	6 Grass, Hay, Veg, or Table Scraps
[Sheep	6 Grass, Hay, Veg, or Table Scraps]
Cow	4 Grass, Hay, Grain, or Veg
Horse	5 Grass, Hay, Grain, or Veg

An Animal Meeple which feed to capacity will produce this round, provided it is not adjacent to 4 or more Bug Meeples.

Producing:

Chicken	1 Egg
Duck	2 Eggs
Goose	3 Eggs
Pigs	1 Effort of Land Conversion
Goat	1 Milk, 1 Effort of Land Conversion
[Sheep	1 Wool]
Cow	2 Milk
Horse	None

Place gains products to the Player Board: Eggs, Milk, [Wool].

Effort of Land Conversion: If a Forest or Rough Square was eaten to completion, then place a Effort Counter on that Square's Resource spot.

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Bugs:

Animals create Bug Meeples:

Chicken	1 Bug Meeple
Duck	1 Bug Meeple
Goose	1 Bug Meeple
Pigs	3 Bug Meeples
[Sheep	2 Bug Meeples]
Goat	2 Bug Meeples
Cow	4 Bug Meeples
Horse	4 Bug Meeples

Butchering:

Animals can be butchered for meat:

Chicken	1 Meat
Duck	2 Meat
Goose	3 Meat
[Sheep	4 Meat]
Pigs	5 Meat
Goat	5 Meat
Cow	6 Meat

[Option: Breeding]

Land Replenishment:

Pasture	3 per Turn, up to 5 total.
Garden	2 per Turn, up to 3 total.
Field	1 per Turn, up to 4 total.
Rough	1 per Turn, up to 1 total.
Forest	2 per Turn, up to 2 total.

Land Conversion:

Rough:	Requires 3 Effort of Land Conversion.
Forest:	Requires 3 Effort of Land Conversion.

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End Conditions

The game ends after 12 rounds.

Scoring

	1 Happiness	2 Happiness	3 Happiness	4 Happiness
Chickens	12	16	20	24
Ducks	12	18	21	24
Geese	12	20	24	26
Pigs	8	14	18	22
Goats	8	15	21	26
[Sheep	9	15	18	21]
Cows	4	7	10	12
Horse	1	2	3	4
Money	20\$	40\$	50\$	60\$

Win Condition

Most Happiness wins.