

Magic Farm

THE RULEBOOK

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Overview

Magic Farm is a two-player card game that's all about using your resources, wit, and a bit of luck to become the most prosperous magical farmer before your opponent does. Seasons will change, spells will be flung, crops will grow, and the first one to reach the target money goal will come out on top.



Components

- Multiple six-sided dice
(**Growth Counters**)
- 4 Action Tokens
- 8 Action cards
- 26 Resource cards
- 63 Product cards
- 1 Season Tracker wheel

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SETUP

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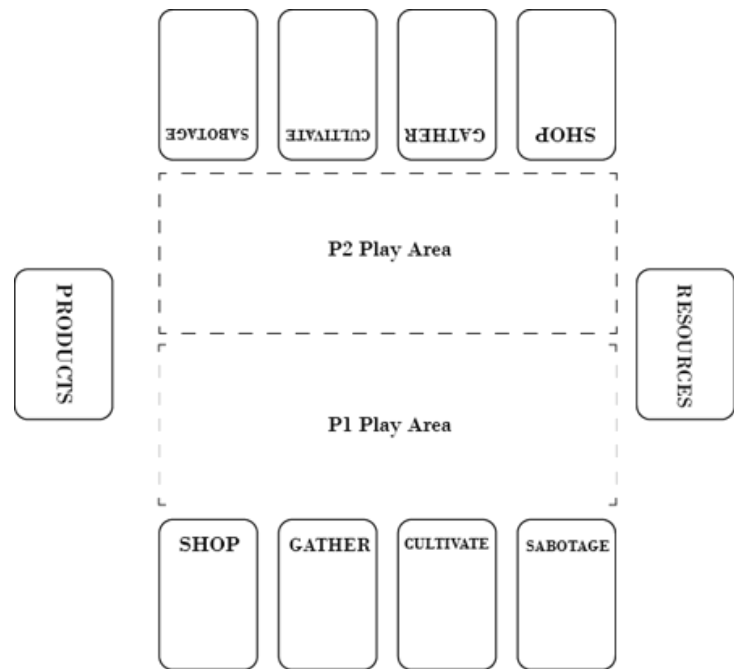
1. Begin by giving each player their 4 respective **Action cards**, as well as 2 Action Tokens each.

2. Each player places their 4 Action cards face up directly in front of them. These will stay here for the remainder of the game.

3. Shuffle the PRODUCTS and RESOURCES decks and place them on either side of the play area, as shown.

4. Place the **Growth Counters** in a spot that's easy for both players to reach.

5. Each player starts the game with 500 gold and keeps track of their gold on a separate piece of paper.



6. Place FOUR cards from the PRODUCTS deck face up in the center of the play area.

7. Decide which player will go first using whatever method you see fit.

8. Give the **Season Tracker** to the player who is going first. They will keep track of the season changes.

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TAKING YOUR TURN

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Taking your turn involves two parts: **Taking actions** and **playing cards**.

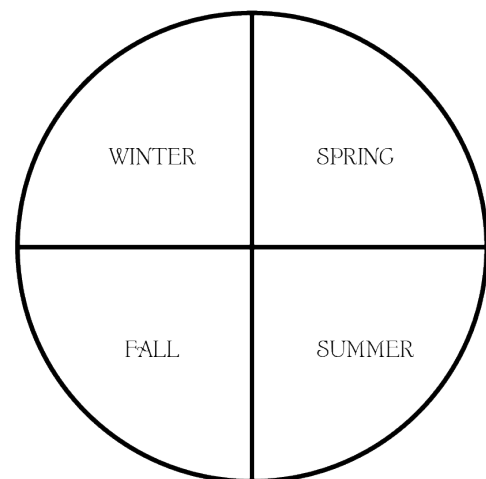
Taking Actions: The four Action cards in front of you describe what each action does (they are also detailed on the next page). You may take only **TWO actions per turn** (represented by the Action Tokens). Once you have taken an action, you **cannot** take that same action again until your next turn. After performing an action, place an Action Token on the Action card as a reminder (alternatively, you could flip the Action card face-down).

Playing Cards: Cards from your hand may be played at **any time** during your turn. This means they can be played *before* taking any action, *after* taking both your actions, or *between* taking actions. Playing a card is **NOT** an action.

End of Turn: Once your turn is over, increase the Growth Counters of all of your crops by ONE (potentially more with modifiers like rain or sprinklers). Then, pass the turn to the other player.

Whenever play gets passed to a player, any actions they took on their previous turn become available to them again.

EACH TIME play passes back to the player **who went first**, that player shifts the Season Tracker to the next season, moving clockwise.



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ACTIONS

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There are 4 different actions you may take on your turn, some with multiple options to choose from. You may take only 2 actions per turn, and cannot perform the same one twice.

Shop: Spend gold to purchase any number of products from the center of the play area. These go into your hand. After purchasing, draw new cards from the deck to replace the purchased ones.

Gather: Draw a card from the RESOURCES deck. Resources stay in your hand until used. Excess resources are discarded.

Cultivate: Choose one of the following options -

- *Water:* Increase all of your crops' growth counters by 1.

- *Protect:* Prevent your crops from losing growth counters until your next turn.
- *Harvest:* Harvest any crops that are fully grown, gaining gold equal to their return value, plus or minus any relevant modifiers.

Sabotage: Choose one of the following options -

- *Attack:* Deal 1 damage to any crop your opponent controls, or have your monsters attack in your place.
- *Switcheroo:* Take a card at random from an opponent's hand, then give one in return (it can be the same one you took).
- *Ultimatum:* Name a resource. If your opponent has a card of the chosen name in their hand, they must either discard it or give you 100 gold.

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CARD TYPES - CROPS

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Product: Products help you win the game. They can be purchased from the center of the play area by taking the 'Shop' action on your turn.

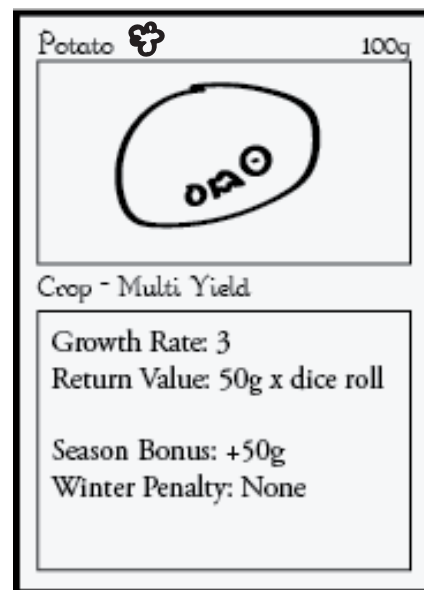
Products include **crops**, **spells**, and **constructs**.

- **Crop:** When played, crops are planted in the area in front of you. They enter with a **Growth Counter** on them (a six-sided die, with the 1 side facing up). Once a crop's Growth Counter is equal to its **Growth Rate** (indicated on the card), it can be harvested for its **Return Value** (by taking the '**Harvest**' action). You receive gold equal to its Return Value, plus or minus any relevant modifiers.

For *Multi Yield* crops, roll a six-sided die upon harvesting (you can use its own Growth Counter) and multiply the Return Value

by the result. Apply the modifiers **BEFORE** multiplying.

After harvesting, the crop's Growth Counter is set back to 1 and it must be re-grown to be harvested again.



A **Season Bonus** is granted if the crop is harvested in its *native season* (indicated by the icon beside its name), while a **Winter Penalty** is deducted if it is harvested in the winter.

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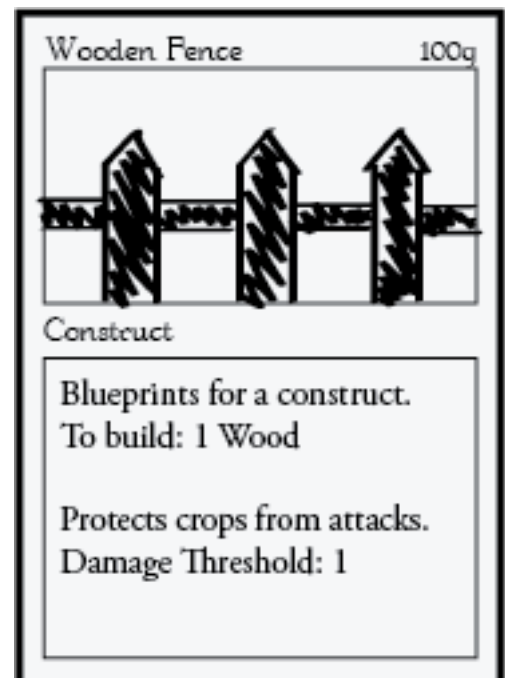
CARD TYPES - SPELLS & CONSTRUCTS

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- **Spell:** Spell scrolls may be bought with gold, but they require valuable resources (Gems) to cast.
- **Construct:** Construct blueprints are bought with gold, and require crafting materials (Metal and Wood) to play.

Valuable resources can be gained by taking the 'Gather' action. When played, they unleash powerful, **instant abilities** that can drastically change the course of the game.

Crafting materials can be gained by taking the 'Gather' action. When built, they provide **permanent** benefits with varying effects.



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CARD TYPES - RESOURCES

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Resources: Resource cards are required to play Spells and Constructs. They include **Wood**, **Metal**, and **Gems**. They can be acquired by taking the 'Gather' action on your turn. Once used, they go into a discard pile near the deck (which is shuffled again and reset if it runs out). **Excess** resources are NOT kept (e.g. if you spend 2 Wood to build a construct that only requires 1, the extra 1 is discarded).



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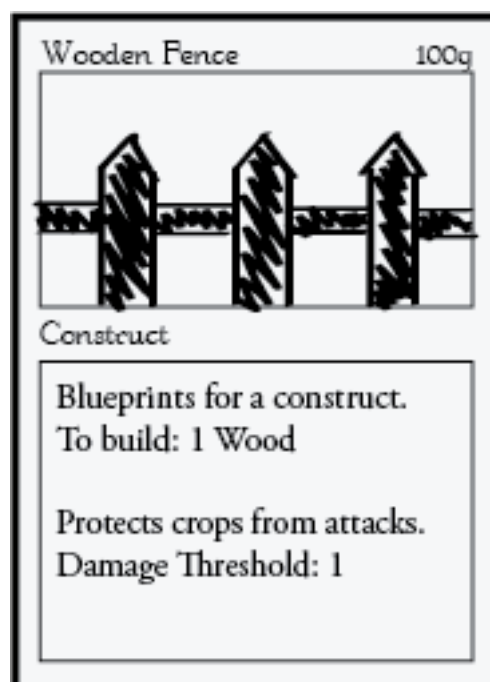
ATTACKING & FENCES

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Players may **attack** each other using the ‘**Sabotage**’ action. Performing an attack on your own lowers the Growth Counter of an opponent's crop by 1. However, if you control any monsters, they may *attack in your place*. Monsters generally have higher power than you, and they lower Growth Counters by a **number equal to their power** (although some monsters have special effects as well, indicated by their cards).

Fences are a type of construct that can be built to stop your opponent's attacks on your crops. Each fence has a **Damage Threshold** that it can take before breaking. Your opponent must deal enough damage to match this threshold in order to break the fence.

Damage dealt to a fence that *isn't* enough to break it does NOT carry over to subsequent turns.



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ENDING + GLOSSARY

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The first player to reach the target gold value wins the game. Players may set their own gold target to end the game by, but some general values are below:

Short game: 1000 gold

Medium game: 2000 gold

Long game: 3000 gold

A Glossary of key terms in the game to help you follows.

Actions: Each player gets 2 of these per turn. They have a variety of effects and help towards the goal.

Products: Must be purchased from the central play area before using. Includes crops, spells, and constructs.

Crops: Key component to victory. Must be grown after purchased.

Growth Counters: These are the six-sided dice that are placed on your crops once planted. They start at 1 and gradually become higher as turns pass, and if they become watered. Once the value on the die is *equal* to the crop's Growth Rate, it may be harvested. Resets to 1 after harvesting.

Resources: Required for casting spells and building constructs. Gained from the 'Gather' action.

Native Season: The season a crop must be harvested in to yield its Season Bonus, indicated by the icon beside its name. **Flower** for spring, **sun** for summer, **leaf** for fall, and **snowflake** for winter.

Season Tracker: Wheel that keeps track of the current season. Each time play passes back to the player who went *first*, the season shifts.