

Animal Village

Players: 1-4

Playing time: 15 minutes

Age: 7+

Game Design: Tetsuya Iida

Game Mechanics: Worker Placement

Story

In Animal Village, the harvest competition was started. Expand your farm and aim to be a Harvest King!

Components

- 8 Animal cards (4 sets of 2 of the same kind)
- 1 Start Player card
- 9 Action cards (S1-S3, 1-6)
- 24 Farm cards (Field, Flower bed, and Ranch; 8 cards each)
- 8 Gold cards (front side: 1 Gold/ reverse side: 2 Golds)
- This rule book

Cards

Animal cards

Players use animal cards to take actions in a round. When an action is taken, the player's animal card is placed on the corresponding action card. Each player can use one animal card until Round four and from Round five can use two animal cards. There is a score table on the reverse side.

Action cards

Action cards are labeled according to the round during which they are available to be used. The exception to this is when cards are labeled as S1, S2, or S3. The cards S1 to S3 cards are placed face-down from the beginning of the game so that players can take actions on them throughout the game.

Other action cards are labeled with the round number 1 to 6, corresponding to the round at which they should become available. The top left corner of the action cards indicates costs to take the associated action, while the top right corner indicates the type of action. There are twelve actions (A01-A12) which are written on the bottom right corner of the cards. See the below for the further details.

Farm cards

There are Turnips, Flowers, and Sheep which players try to increase their numbers of and place in their field, flower bed, and ranch cards. The points that players can earn for each turnip, sheep and flower card is written on the bottom left corner of each card (red or blue square icon).

Start Player card

Start Player card indicates who gets to take actions first each round.

Gold cards

The player should use 2 gold side when the player have 2 golds. This is so that the deck does not run out of Gold cards.

Starting the game: Set up

- Separate the Farm cards into three kinds (Field, Flower bed and Ranch) and place these in separate decks. Shuffle each deck and place face-down such that the side facing up with red square icon.
- Put Gold cards.
- Action cards labeled with the round number 1 to 6 should be placed in numerical order. Put them next to the Farm draw decks as a "Round Number" deck. Note that 1 should be on the top and 6 should be at the bottom.
- The remaining Action cards labeled with S1, S2, and S3 are put face-down side-by-side such that the actions are shown to the players.
- The player starts with one set of 2 Animal cards from among four kinds.

Starting the Game: Choosing the Theme and Start Player

- Shuffle the Gold cards face-down (2 golds side) and choose one. The icon on the top left corner is the game's theme (If no icon on the card, you don't have a theme in this game). The chosen Gold card won't be used as Gold. The player who meets the theme at the end of the game will get theme point. If multiple players meet the theme, all of them can get point.

> Turnip: Having the most number of the turnip.

> Sheep: Having the most number of the sheep.

> Flower: Having the most number of the flower.

> Gold: Having the most number of the gold.

> Blue square: Having the most number of the Farm cards face-up with blue square icon.

> Red square: Having the most number of the Farm cards face-down with red square icon.

> S: Having the Start Player card.

- For the first round, the first player is to touch an animal most recently (Or the youngest person). The start player start the round with a Start Player card and take a turn clockwise.

- When the game is four people, the fourth player for the first round is given 1 Gold in advance.

How to Play Rounds

- The one whole game has 7 rounds (4 steps in each rounds).

1. Starting the round (skip this step for the first round)

Draw the Round card and put face-down to show the action written on reverse side. Players can take the shown actions so that the actions players can take increase one in each round.

2. Replenishing gold

Put one Gold card on the card action A05 "acquiring gold". If a

Gold card is already put on the action A05, the Gold point plus one. However, if the Gold card is not in the draw deck, this step is skipped.

3. Taking action

From the starter player each takes turns and takes following actions.

3-1. Put his or her animal card on the action card that he or she wants to take. In the round, players cannot take an action which has already been taken. The only exception to this rule is that any players can take action A05 "Acquiring Gold" at any time in the round.

3-2. Process the taken action.

3-3. Next player take turn.

When all the players take turns once, the first round ends. Because the players use one animal card for the first four rounds, each takes one action in one round. From the fifth to seventh rounds, players can take two turns because they may use two player cards.

4. Finishing the round

4-1. For the seventh round, the game ends and each player counts their own points.

4-2. Until the sixth round, players collect their own animal cards. The next round starts from first step.

Actions

A01: Becoming Start player

Be the start player for the next round (NOT for the next turn). Get a start player card and 1 Gold.

A02: Plow a Field

A03: Build Flower Bed

A04: Run a Ranch

Draw a farm card (Field or Flower bed or Ranch) from the deck and put it aside face-up such that the side which has a red square bottom left corner of the card is visible.

If there is no target card (Field or Flower bed or Ranch) in the deck, players cannot take this action.

A05: Taking Gold

Unlike other actions, multiple players can take this action in one round. The player who took this action for the first time in the round can acquire all the gold cards stored on this action card. However the players who took this action second, third, or so on can get only 1 Gold.

A06: Huge Investment

By paying 2 Golds, accomplishes the same effect as one of Action A10-A12.

A07: Increasing Harvest

A08: Increasing Flower

A09: Increasing Sheep

Turn one of your face-up a farm cards (Field or Flower bed or Ranch) which has a red square into face-down. It should reveal the blue squares in your own field.

A10: Small Investment to a Field

A11: Small Investment to Flower Bed

A12: Small Investment to Ranch

By paying 1 Gold, draw a farm card (Field or Flower bed or Ranch) from the deck and put it aside face-down such that the side that has blue squares is showing.

If there is no target card (Field or Flower bed or Ranch) in the deck, players cannot take this action.

Scores

The player who gets the highest number of points wins.

- Theme: The player who meets the theme chosen at the start of the game earns 2 points.

- Full Set: A player with a complete set of 1 pink turnip, 1 pink flower and 1 pink sheep earns 4 points.

- Harvest: each turnip, flower and sheep is worth 1 point a piece. (Count red or blue square icon.)

- Gold: 1 Gold is worth 1 point.

In the event of a tie, the winner is who earned the theme. If this is also a tie, the winner is who earned the full set. If this is also a tie, the winner is who has the most highest harvest points. If this is also a tie, the winner is who has the most highest gold points. If this is also a tie, really tie.

Solo Play

If you play alone, the following rules are different.

- Skip the "Choosing the Theme and Start Player".

- The action A01 "Becoming the Start Player" cannot be taken.

- Theme points are no longer considered.

25 points... Harvest Rank S

23, 24 points... Harvest Rank A

21, 22 points... Harvest Rank B

19, 20 points... Harvest Rank C

less than 18 points... Harvest Rank D

YAMATO GAMES

<http://www.yamatogames.com>

contact@yamatogames.com

© 2017 YAMATO GAMES / Made in Japan

Game design by Tetsuya Iida

Illustration & Design by Mika Iida