

MY HAPPY FARM

In My Happy Farm, you will
buy crops, harvest them,
and feed your animals.
Well-fed animals are happy
and happy animals score points!



At the end of the game,
the farmer with the happiest animals wins!

COMPONENTS



4 FARM BOARDS



32 ANIMAL CARDS

16 heads, 16 tails



59 CROP CARDS

9 beet, 21 Hay, 11 carrot, 18 clover



18 FEEDING CARDS

30 COIN TOKENS

22 silver - value 1
and 8 gold - value 5



PREPARING TO PLAY



Shuffle all the Crop cards and place the top 6 face up in the middle of the table.
This is called **THE MARKET**.



Deal 2 Crop cards to each player. This is called your **HAND**.
You can look at your hand at any time, but not the other player's!
Place the remaining Crop cards in a face-down draw pile near the Market.

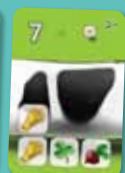
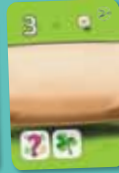
Prepare the Feeding deck based on the number of players:

4 Players: all Feeding cards are used

3 Players: remove the Feeding cards with 4 in the upper right corner (4 cards)

2 Players: remove the Feeding cards with 4 and 3+ in the upper right corner (8 cards)

Return any unused cards to the box.



Shuffle all the Feeding cards and place the top 5 face up in the middle of the table.

PREPARING TO PLAY



Give each player 1 Farm board and 1 head and tail for each animal: sheep, cow, rabbit, and pig. Turn the head over to the sad side!



Give each player 2 Silver coins and place the rest in the middle of the table to form the **Bank**.

The player who most recently fed their pet starts the game and turns continue clockwise.

IMPORTANT!

At the start of the game, Animal cards are placed with the Sad side (-3-) facing up. After you feed an Animal for the first time, flip it over to the Happy side.



TABLE FOR 4 PLAYERS



MORE ON COMPONENTS



ANIMAL CARDS

Animals are split into two double-sided cards:
a head and a matching tail.

The head card has two unique sides: Happy and Sad.

The Sad side shows a value of -3 points.



FEEDING CARDS

Feeding cards belong to one of the 4 animals
with matching artwork.

The upper left is the number of points the card is
worth. The upper right is used during setup based
on the number of players.

The icons along the bottom show the Crops needed to
take that card. Some feeding cards have this symbol in
their cost. Any Crop card may be used for this.



FARM BOARD

On the left side of the Farm is your Barn.

Your Barn holds up to 6 Crop cards which you will
harvest from the fields on the Right side of the board.

There is a field for Spring, Summer, and Autumn
and each field shows which plants may be
harvested during that season.



CROP CARDS

Each card is one of 4 types of Crop
(Carrot, Clover, Beet, Hay).

You may sell your crops, which earn you
the coins shown.

PLAYING THE GAME

During the game, you will take turns one at a time in a clockwise fashion.

Your turns consist of the following 3 phases,
then the player to your left takes their turn and so on.

1. GAIN CROPS

Draw 1 card from the top of the Crop deck and
add it to your hand.

2. CROPS GROW

Move all of your Crop cards up to the next field on your Farm:

Crops in the Summer field move to the Autumn field.

Crops planted last turn move from Spring to Summer.

NOTE: If you have no planted Crops, skip this step!

Discard any Crops which began the turn in the Autumn field – you have no
time to harvest them and the Crops are lost (see "Harvest").

Place discarded Crop cards in a face-up pile near the Crop deck.

3. PERFORM ACTIONS

Each turn you may perform
2 of the following actions:

BUY CROPS

PLANT CROPS

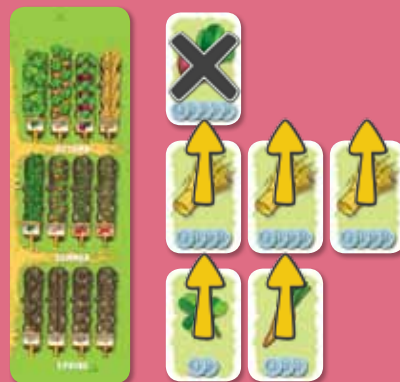
HARVEST CROPS

SELL CROPS

FEED ANIMALS

TAKE A COIN FROM THE BANK

You must choose 2 different actions and you may
perform them in any order.



CROPS GROW EXAMPLE: Tom has 1 Beet at the Autumn field. He didn't
harvest it before, so it is discarded. Then he moves all his Hay cards
from the Summer field to the Autumn field (if he doesn't harvest it this
turn, it will be lost in the next turn), and the Crops at the Spring field
are moved to the Summer field.

ACTIONS

BUY CROPS

You may buy up to 3 Crop cards from the Market.

Each card costs 1 silver coin.

Return spent coins to the Bank.

You may buy any of the face-up Crop cards **or** the top card of the Crop deck.



OR



When you buy a face-up card, immediately re-fill the Market with the top card of the Crop deck.

If you are buying more, you may now buy the new card.



Crop cards are placed in your hand. You may not have more than 6 Crop cards in your hand. Any excess cards must be discarded.



NOTES

If the Market ever has 6 face-up cards of the same type, discard those cards and re-fill the Market from the top of the Crop deck.

If the Crop deck runs out of cards, shuffle the discarded Crops to form a new draw pile.

BUYING CROPS EXAMPLE: Mark decides to buy Buy Crop.

He chooses 1 Carrot and re-fills the Market with a new card - it's Clover. He buys another Carrot and re-fills its place - another Clover. At the end he decides to buy a Beet. The newly re-filled card is a Clover again. Mark pays 3 silver coins to the Bank.



PLANT CROPS

You may plant Crop cards from your hand by placing them face-up next to the Spring field on your Farm board.

You may plant either:

- 1 Crop or
- 2 different Crops or
- 3 of the same Crops.



PLANTING EXAMPLE: Tom decides to plant 1 Beet and 1 Hay, so he places the cards next to the Spring field.

HARVEST CROPS

You may Harvest Crops from either the Summer or Autumn fields, **but not both**.

Place the Harvested Crops on your Barn. Your barn will only hold 6 Crops. Discard any excess.



SUMMER HARVEST – Only Carrot and Clover may be harvested from the Summer field.



AUTUMN HARVEST – Beets, Hay, Carrots, and Clover may be harvested from the Autumn field.

You do not have to Harvest all the available crops at your chosen season..

Un-harvested Crops will move to the next Season (or be discarded) during your next turn.

See example on next page.



ACTIONS



HARVESTING EXAMPLE: Tom harvests Crops.

He still has room for 3 more cards in the Barn.

He decides to harvest Carrots from the Autumn field, because he doesn't want to lose them next turn.

He moves the cards to the Barn. The Clover in the Summer field is ready to be harvested, but Tom cannot harvest from more than one field each turn.



FEED ANIMALS

You feed your Animals with the Crops in your barn. Each Feeding card shows a required set of Crops needed to feed that Animal.

Discard the appropriate set of cards from your Barn, take the card, and replace it with the top card of the Feeding deck.

Place your new card between two cards of the Matching animal. You may feed multiple Animals in the same turn or feed one Animal several times if you have enough Crops in your Barn.

DON'T FORGET!

When you feed an Animal for the first time, flip its cards over to the Happy side so that the Sad ('-3') side is face down!

FEEDING ANIMALS EXAMPLE: Mark decides to feed his Animals. He discards 1 Clover and 1 Carrot from his Barn to feed the Rabbit - he takes the appropriate Feeding card and adds it to his Animal. This is the first time he fed the Rabbit, so he flips its Head card to the Happy side. He re-fills the Feeding cards. Mark still has more Crops in his Barn, so he decides to feed his Pig. He discards required Crops and adds the chosen Feeding card to his Pig.

SELL CROPS

You may sell the Crops in your barn by discarding them. Take coins from the Bank equal to the value of the discarded Crops.

NOTE: Silver coins are value 1 and Gold coins are value 5.



SELLING EXAMPLE: Mark decides to sell 1 Hay
- he discards the Crop card from his Barn and takes 4 coins.

TAKE A COIN FROM THE BANK

Take 1 Silver coin from the Bank.

NOTE: At any time, you may exchange 5 Silver coins for 1 Gold coin with the Bank.



END OF THE GAME

At the end of your turn, if there are no cards remaining in the Feeding deck, the final round begins.

Each player (including you!) receives one more turn. Then the game ends.

It's time to count your points (see next page).

WE MADE THE GAME FOR YOU!

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HOW TO COUNT YOUR POINTS

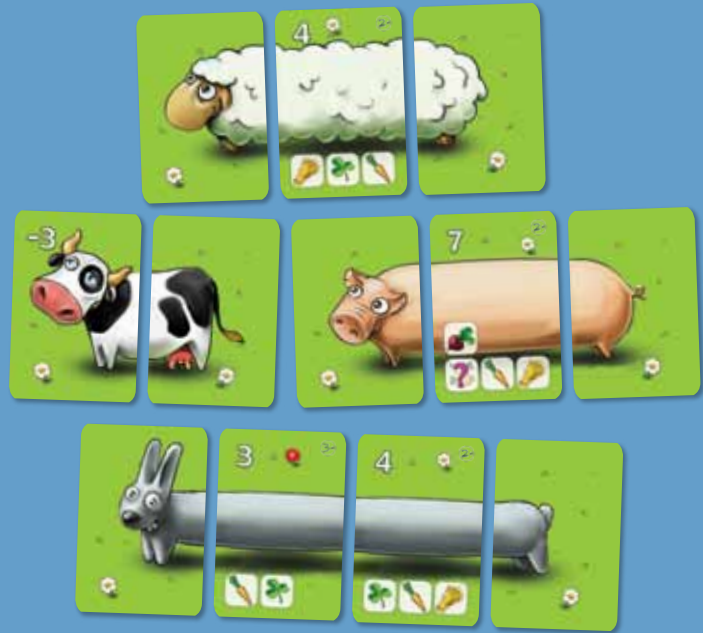
Each Feeding card is worth points. Total the points on all of your Feeding cards.

Any Animal which was not fed is Sad and is worth -3 points.

The player with the Happiest animal of each type gains +3 bonus points. To have the Happiest animal, you must have more Feeding cards for that animal than each other player.

The player with the most points is the winner!

If there is a tie, the player with the most Feeding cards is the winner. If there is still a tie, the player with the most pets at home wins!



Mark scores $4+3+7+3+4+3=18$



SCORING EXAMPLE: Mark and Tom counts their points. First they count the Victory Points from their Feeding cards. Mark has 18 points and Tom has 20.

Now Mark deducts 3 points for his sad Cow (he never fed it).

Then they check for their happiest Animals. They both have an equally happy Sheep and Pig. Mark has the happiest Rabbit and Tom has the Happiest Cow.

Both score +3 bonus points.

The final results are: 18 points for Mark and 23 points for Tom. Tom wins.



Tom scores $6+3+5+6+3=23$