

Matt Riddle & Ben Pinchback's

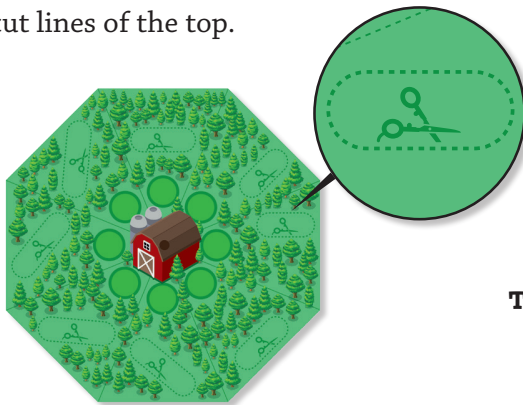
TINY FARMS

a great big little dice game

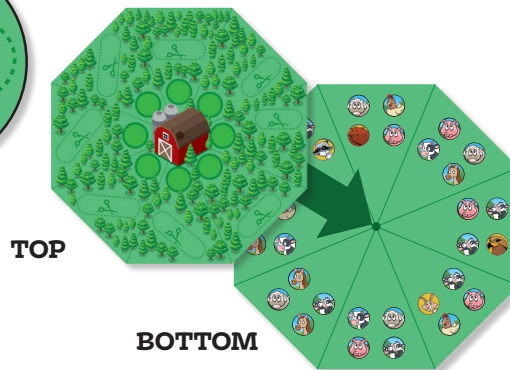
In **Tiny Farms**, you are a farmer managing TWO farms aiming to be the best farmer in the county. Each turn the start player will roll all the dice and you will use one die to move either the Blue farmer or the Red farmer around the edge of the Barn collecting Sheep, Pigs, Chickens, Forest Friends, Cows, and Horses for your farms. Each animal scores victory points in different ways. After 10 rounds, you score each farm and the player with the most total points wins!

Print-and-play preparation

1) Cut out the top and bottom parts of the Barn wheel, then cut out the windows as shown on the cut lines of the top.



2) Place the top wheel on top of the bottom wheel and pin them together in the middle so that the top wheel can rotate on the bottom wheel.



3) Cut out one Farm board per player.



4) Gather materials: Six-sided dice (see below for amount per player), a start player marker, 3 tokens/counters per player, 2 meeples/pawns – preferably red and blue, writing utensils.

Set-up

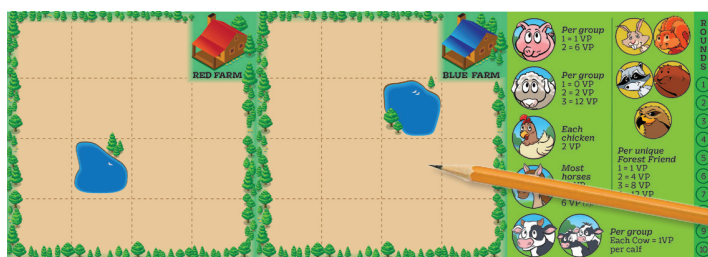
1) Set the Barn wheel in the center of the play area.
2) Place the dice in the middle of the Barn. Use dice equal to the number of players + 1.

4p = 5 dice, 3p = 4 dice, 2p = 3 dice

3) Place the Blue farmer and Red farmer meeples across from each other at the Barn.

4) Each player takes three milk tokens.

5) Each player takes a farm board and a writing utensil.



Gameplay

Tiny Farms is played over 10 rounds. Each round, you will collect two animals by moving one of the two farmers around the edge of the Barn using one of the rolled dice. You are bringing sets of animals to your farm to score points and win the game. Each turn, you will select one die and move either the Blue farmer or the Red farmer spaces equal to the selected die and collect both animals from the space you land on by writing them onto your farm board. Animals you collect with the Blue farmer play into your Blue farm, animals you take with the Red farmer play into your Red farm.

Playing a Round

ROLL DICE

The start player rolls all the dice and places them in the center of the Barn.

COLLECT ANIMALS

Beginning with the start player and continuing in clockwise order, you select one available die and move either the Red or Blue farmer a number of spaces clockwise equal to the value of the die you select. Then, you collect the two animals revealed by the window in the wheel at that space.

Each die may only be used once per round. Once a die has been used, it is removed from the Barn.

The farmers may NEVER share the same space. If movement would cause a farmer to end on the same space as the other, that farmer moves one space further and ends movement there instead.

Write the animals on your player farm board. Animals you take with the Blue farmer go in your Blue farm, animals you take with the Red farmer go into your Red farm.



EXAMPLE: You could choose the 4 and move the Red farmer four spaces, collecting the Forest Friend and Pig. You could choose the 1 and move the Blue farmer, collecting the Pig and the Chicken.

ROUND END

Once each player has moved either farmer once and collected TWO animals, the round is over.

With the remaining die, rotate the top wheel clockwise a number of spaces equal to the die value.

Pass the start player marker to the left. The dice are collected by the new start player to begin the next round.

GAME END

Game end occurs after the 10th round.

Animals: You score all the points from the animals in your farms. See *Animal Scoring*, page 3.

Milk: Unused milk are worth 1 point each.

Red vs Blue Farm Balance: You lose 1 point per space based on the difference in size between your Blue and Red farms. If your Blue farm has 12 used spaces and your Red farm has 8 used spaces, you would lose 4 points. If both have 10 used spaces, you would lose 0 points.

The player that has collected the most points is the winner! If tied, the player with the most unused milk tokens is the winner. If STILL tied, begrudgingly enjoy your shared victory.

Milk!



Milk allows you to modify the number value of the die you select higher or lower by one (+/- 1) when you spend a milk token.

In other words, when moving a farmer, you may discard a milk token to change the value of the die you select by one, for example change a “4” to “3” or a “5” to “6” or “6” to “7”. You may use more than one milk token on a turn to change a die value by more than one. For example, spend two milk tokens to change a “6” to “8” or “5” to “3”. You may NEVER move counterclockwise or change “1” to “0”.

Animals - How to Manage Them & How to Score Them

You may write your animals anywhere on the farm that matches the farmer you used to collect them. If you run out of space, you do not write in the animal. You may write the full name or abbreviation, shown below.

ANIMALS



Pigs in each of your farms are scored separately. A set of two adjacent pigs on the same Farm is worth 6 points. A single pig is worth 1 point. You may collect and score multiple sets of pigs on each farm. Write “P” for a pig.



Sheep in each of your farms are scored separately. A set of three adjacent sheep on the same Farm is worth 12 points. A set of two sheep is worth 2 points. A single sheep is worth 0 points. You may collect and score multiple sets of sheep on each farm. Write “S” for a sheep.



Chickens are worth 2 points each. Write “Ch” for a chicken.



Cows and Calves in each of your farms are scored separately. Each cow is worth 1 point per calf in its adjacent group. Calves are worth nothing by themselves. Each time you collect calves, you are collecting two. If you collect calves three times (6 total calves) and two cows AND all are in an adjacent group, you would score 12 pts because each cow would be worth 6 points (1 per calf). If you collected calves twice (4 total calves) and one cow you would score 4 points. If you had collected calves four times (8 total calves) and no cows you would score 0 points. Write “C” for cow and “cc” for calves.



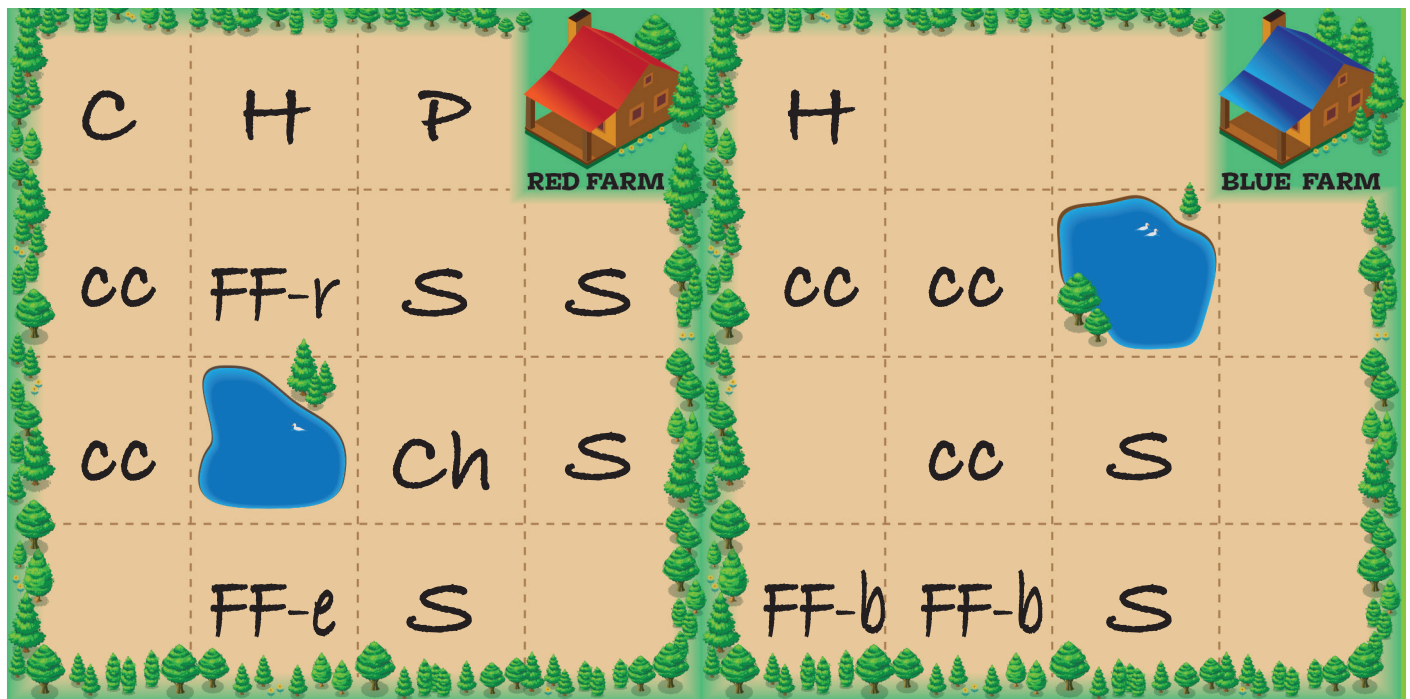
Horses are scored comparatively between all players. The player with the most total horses across both farms receives 10 points. The player with the 2nd most horses receives 6 points. Horses do not need to be adjacent. Write “H” for horses. In a two-player game the 2nd player receives 0 points, not 6 points. If a tie for 1st occurs, all tied players receive 10 points. No player receives 2nd place points. If a tie for 2nd occurs, the player with the most horses receives 10 points as normal and all players tied for 2nd place players receive 6 points each.



Forest Friends are scored based on the total number of unique Forest Friends collected across both farms. Forest Friends do not need to be adjacent. 1 = 1vp, 2 = 4vp, 3 = 8vp, 4 = 12vp, 5 = 18vp. Write “FF-r” for raccoon, “FF-e” for eagle, “FF-s” for squirrel, “FF-b” for bear, and “FF-bu” for bunny.

Scoring example

At game end, Lilly's farms are as shown below. She first scores her animals from each farm. Her Red farm scores 19 and her Blue farm scores 2. Her horses did not score as her two horses were not first or second. Her Forest Friends score 9 points (set of 3 = 8 points, set of 1 = 1 point). She then scores 2 points for her unused milk tokens. Finally, she loses 1 point for each tile difference, so - 4 points (12-8). Her total score is: 26 points.



Red Farm Animals

Sheep = 12 pts (3 = 12 pts, 1 = 0 pts)

Pigs = 1 pt (1 = 1 pt)

Chicken = 2 pts

Cow = 4 pts (1 cow X 4 calves = 4 pts)

Blue Farm Animals

Sheep = 2 pts (2 = 2 pts)

Shared Animals

Horse = 0 pts (2 horses, compared to other players)

Forest Friends = 9 pts (set of 3 = 8 pts, set of 1 = 1 pt)



Milk

1 pt per unused token = 2 pts

Tiny Farms Credits

Game Design: Matt Riddle & Ben Pinchback

Solo Game Design: Mike Mullins

Art: Eric J. Carter, Chris Kirkman, Vecteezy.com

Graphic Design: Chris Kirkman

Playtesters: Eric Buscemi, Matt Smith, Don Liles, Brian Kirchhoff, Nate Daugherty, and everyone we missed!

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Tiny Farms Solo Mode!

SET-UP

Set up is the same as for 2 players except you will only need 1 farm board. You will also need 1 Farmer Emma card and a token.

Write 1,2,3,4 down the left side of the farm board. Write 5 above the red farm, write 6 above the blue farm.

Farmer Emma starts with circles filled out (see card, right).

Easy: Horse, Chicken

Medium: Horse, Pig, Sheep

Hard: Horse, Horse, Pig, Sheep, Forest Friend

Epic: First check in every row

PLAYING A ROUND

When you roll the dice each round, first roll 1 die and set Farmer Emma's target with a token based on the die roll. Set that die on the Barn and roll the remaining two dice and proceed as normal. You will go first in odd rounds, Farmer Emma in even.

When choosing a space for Farmer Emma, use any die and meeple combination that will get her the target for this round. If more than one space with her target is available or no space is available, choose the space based on the next animal on the list (1-6).

ADVANCED: Give her the best space for her at the time.

When taking animals for Farmer Emma, fill in the next circle on her card left to right. If either animal is full (no more circles), take a Chicken instead.

ROUND END

With the remaining die, rotate the Barn wheel spaces equal to the die value. You then must plant a crop in the row (1-4) or farm (5,6) indicated by the leftover die. Milk may be used to modify this number by +/-1. If you cannot plant a crop (row full), you must cross out a space in that farm. A crossed out space counts as empty during scoring.

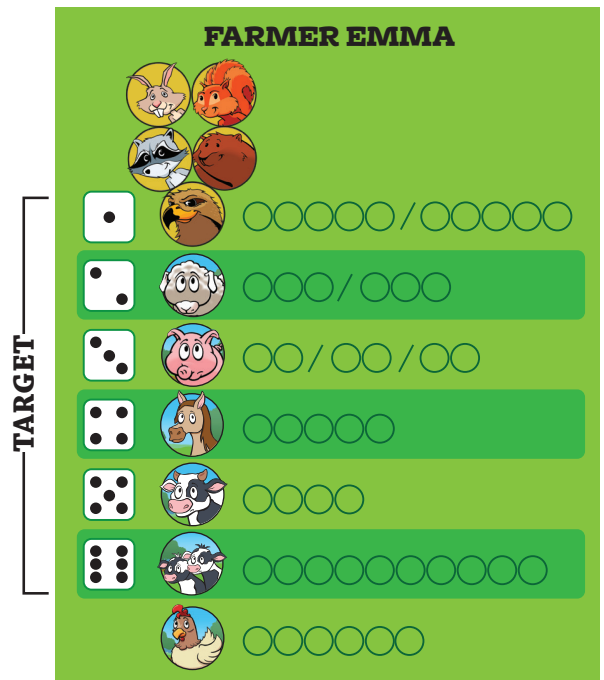
GAME END

Game end occurs after 8 rounds.

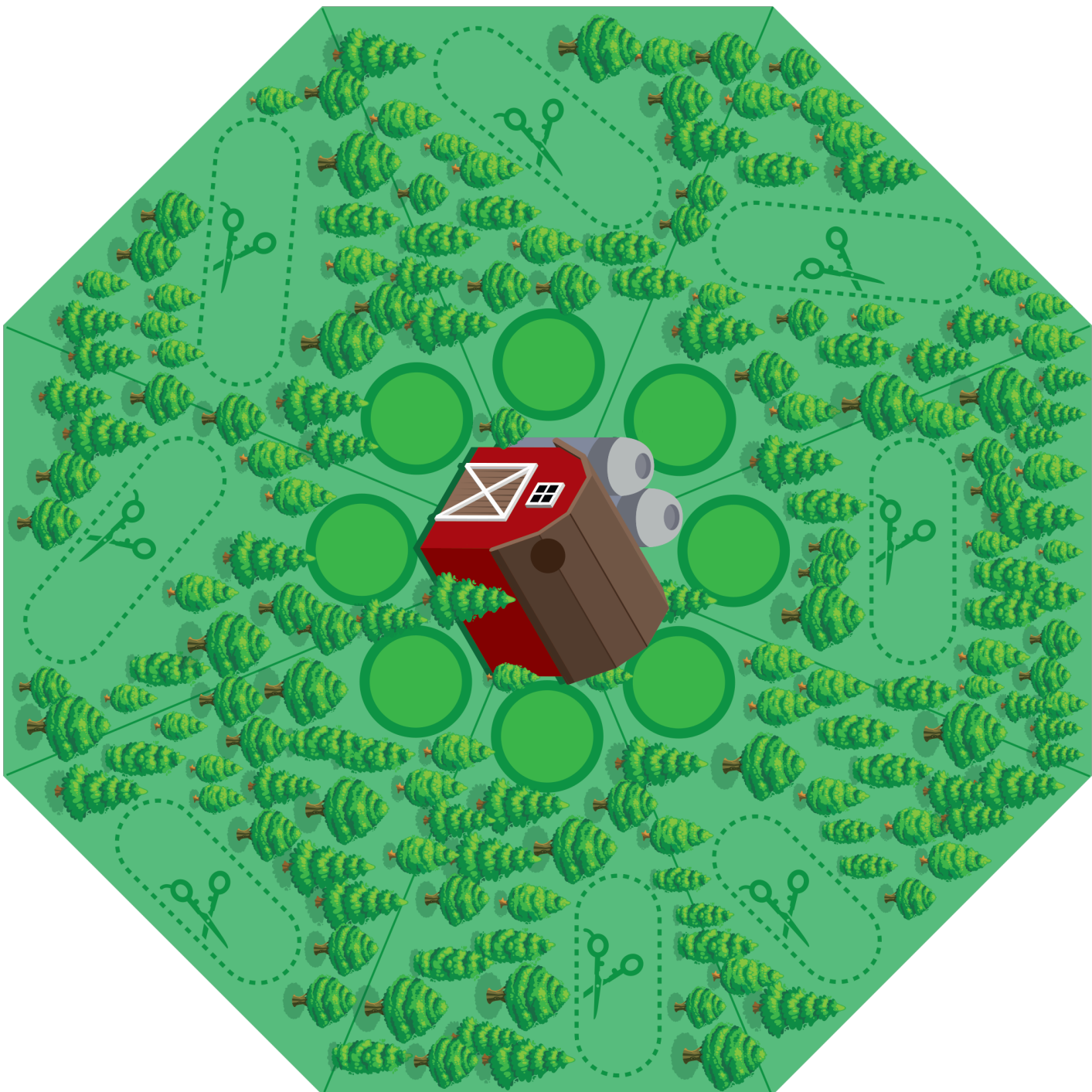
You score as normal, plus crops. Crops count as part of the farm balance.

Crops scoring: 3-4 in group = 2 points, 5-6 in group = 3 points, 7-8 in group = 5 points

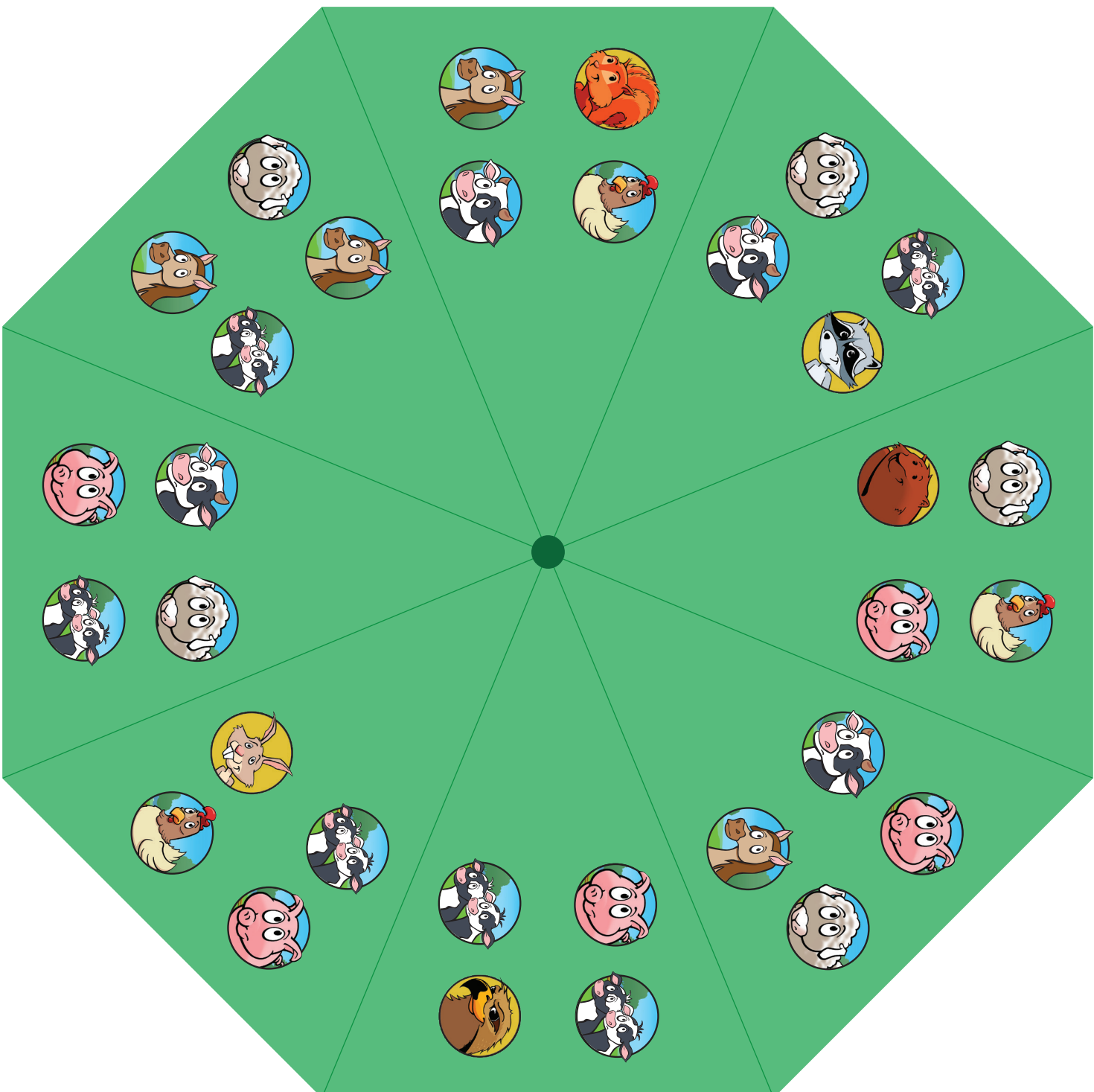
Farmer Emma scores everything as if it was the same farm, and adjacent as needed. So each cow is worth 1 point per calf. She does not need to track different Forest Friends, just total collected.



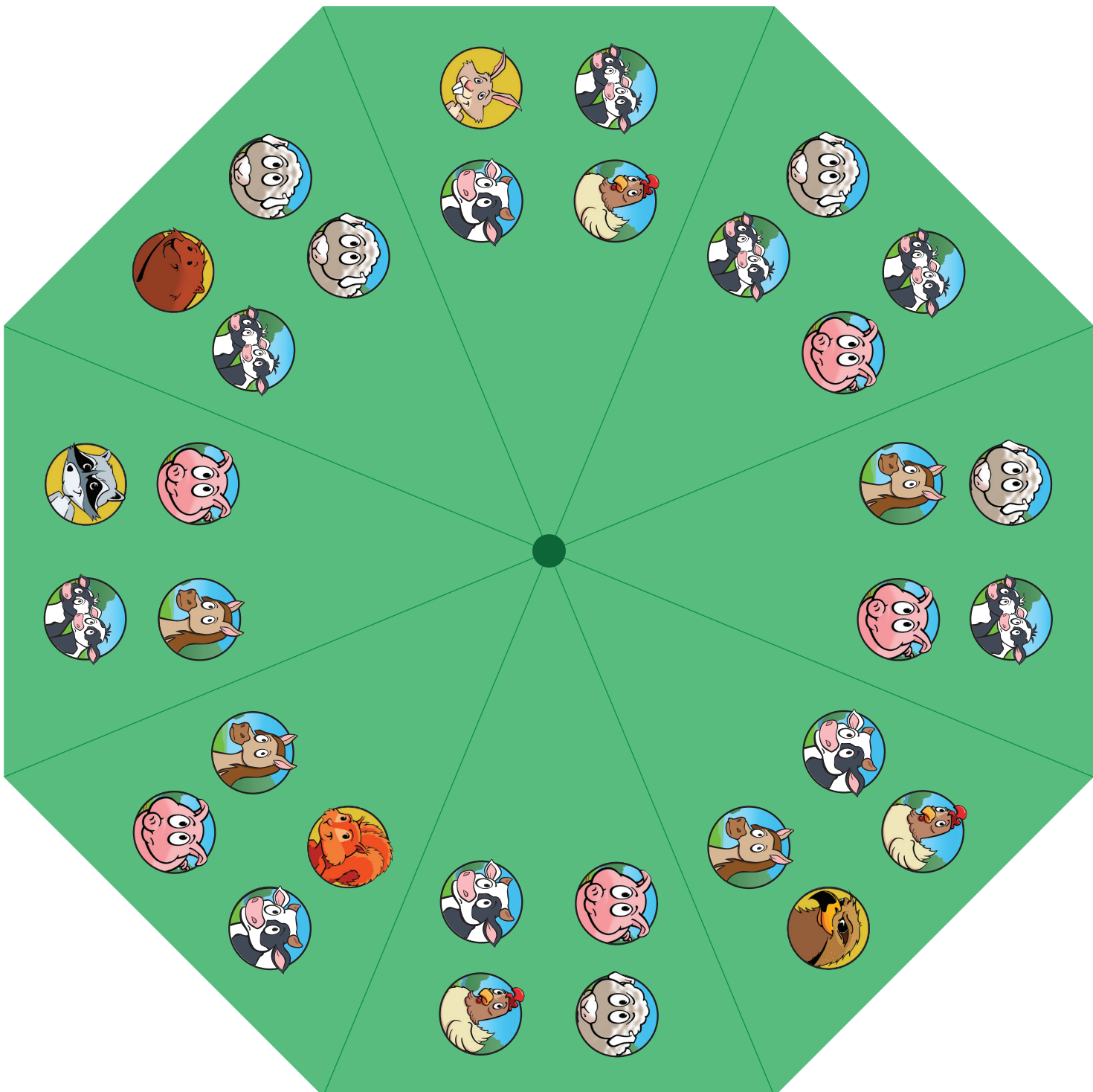
TOP
BARN
WHEEL



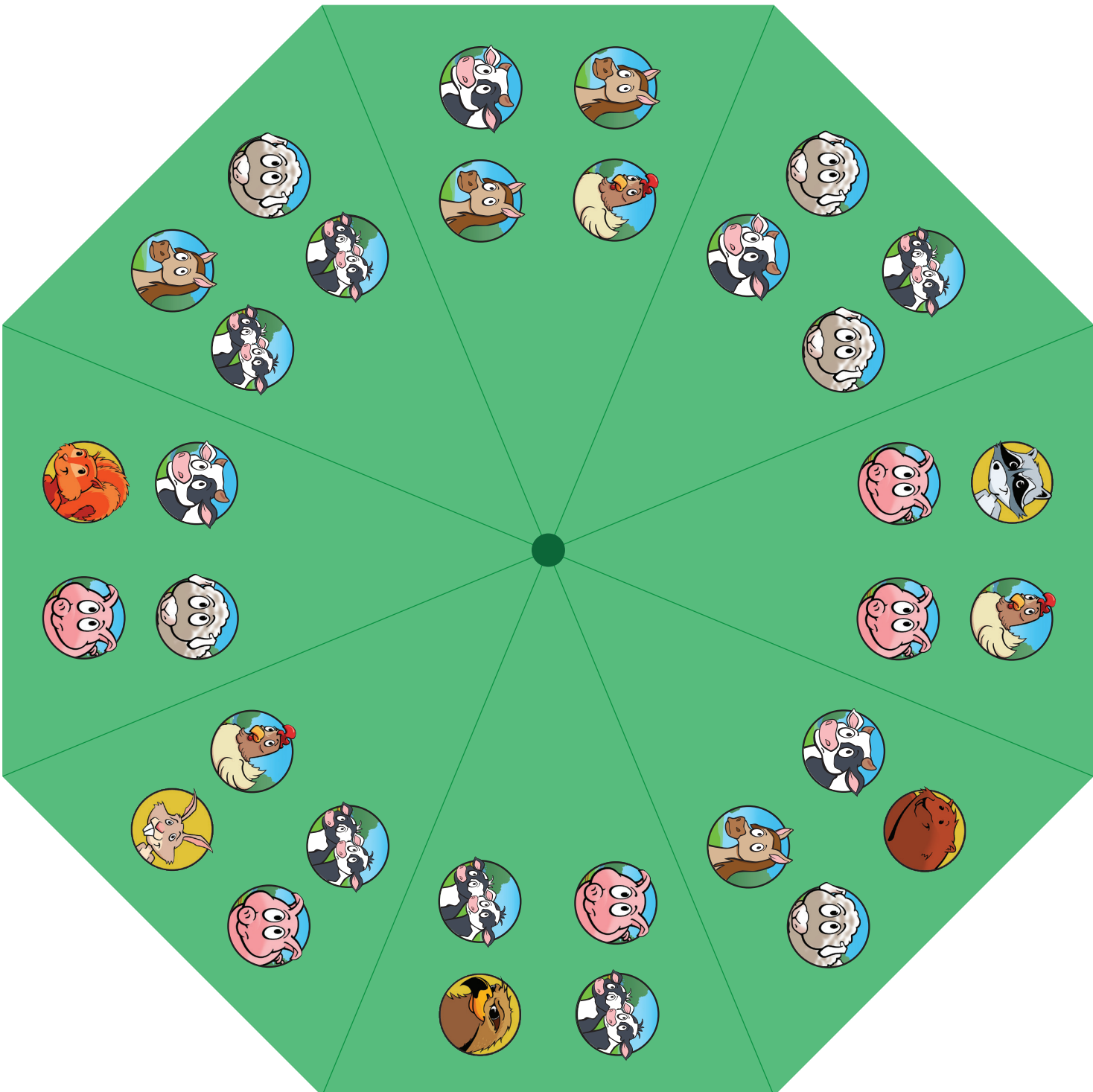
BOTTOM
BARN
WHEEL



ALTERNATE
BOTTOM
EARN
WHEEL A



ALTERNATE
BOTTOM
BARN
WHEEL B



FARMER EMMA



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FARMER EMMA CARDS

FARMER EMMA



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