

Jelly Bean Farmers

The game where you eat the playing pieces.

For 2-4 Players, anyone in the family can play!

The recommended age is 9+ because of the complexity, but the content is appropriate for any age.

The object of the game is to have the most food at the end of 8 years. You gain food by growing it on your farm or by plundering your opponents as a warlord. Struggle through drought, pestilence, and aggressive neighbors to become the greatest farmer of all time!

What you'll need to play

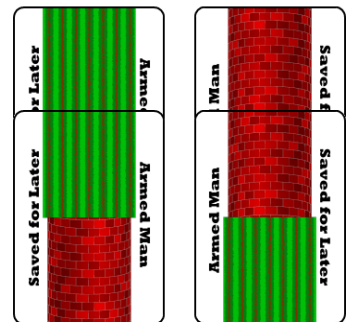
This deck, which includes	Food
<ul style="list-style-type: none">• 4 Yearly Sequence cards• 4 Action Placement cards• 24 Climate cards• 88 Action cards	Get a bowl of some sort of finger food that everyone can eat, something that can be counted. Jelly beans, popcorn (without butter – don't get the cards all greasy), pretzels, and small cheese crackers all work well.

Setup

Give each player a Yearly Sequence card and an Action Placement card.

Shuffle the Climate deck and the Action deck separately. Each player gets 7 Action cards, from which he chooses 3 for his hand. The other 4 are used to create a field and a silo, using the card backs, as in the image. During the action phase, you might use a "Back Action" (using the card's back rather than its face) to create another ½ field or ½ silo.

Each player puts 5 food in his silo and 2 Food Stamps tokens (you can use the food for these tokens, as well) on his Yearly Sequence card. If he is ever out of food at the beginning of a turn, he can cash in a Food Stamp token for 4 food. If he has none left, he is out of the game.



Game Play, Preparation Phase

You have 8 years to build up your farm (and army) and accumulate food. See any of the Yearly Sequence cards for a reminder of the steps during a year.

Draw cards to complete each Player's hand

Each player draws enough cards to complete his hand size. Initially your hand size is 3 cards, and you play 2 cards each year, so you will normally be drawing 2 cards. However, there are cards which increase a player's hand size, and there are cards that allow players to use or discard the unused card(s) in their hands. If these have happened, always draw to the full hand size. Also, if a player must cash in a Food Stamp token, then his hand size is only 2 for that year. If there are too few cards for everyone to draw to full hand size, shuffle the discard pile and place them at the bottom of the deck.

Food Stamps

If any player has no food at the beginning of the year, he must cash in one food stamp token. This has three effects

- He immediately receives 4 food from the bank.
- His hand size is reduced to only 2 cards for that year only.
- If he was paying tribute to a Warlord, the Tribute Contract is over and the Warlord card should be discarded.

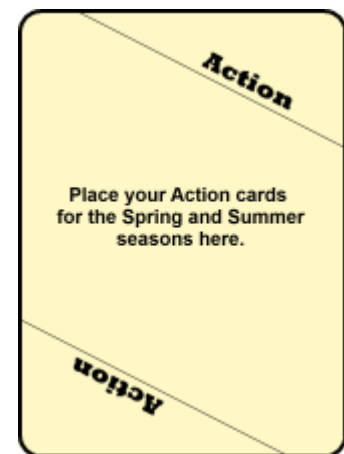
If a player is out of food and has used up all his food stamp tokens, he is out of the game.

Choose Actions

Each player places two cards from his hand face down, on the Action Placement card. The top card will be his Spring Season action and the bottom card will be his Summer Season action. The Action Placement card is used to keep from confusing the cards being played from those that have already been played as Back Actions (where the Action that you play uses the back, rather than the face, of the card).

During the seasons, after the player has decided whether or not to plant, these cards will be drawn off the Action Placement card and put into play, but the player must decide on both cards at the beginning of the year.

When the action cards are played, they can be played face up and the player uses the instructions on the card, or they can be used as Back Actions. The player does not have to announce (or even decide) which type of action it will be until it is time to perform the action. However, Back Actions can only be performed if the player chooses not to plant that season. See the section about Reveal and Resolve Actions for more information about Face and Back Actions.



Game Play, Spring Season

Choose whether or not to plant

In order to plant a field, take one food from your supply and place it on the field. You can choose to plant any or all of your fields. Unless you have a Perennial field upgrade, a fallow field (one that has not been planted) will not produce anything. On the other hand, if you know that locusts and a bad drought are coming, you might as well save your seed, or you might choose not to plant because you want to perform a Back Action that season.

Reveal the Climate Cards

Each year 3 of the Climate Cards are used: one which applies the entire year, and one for each of the two growing seasons. For each season, add together all the effects of the year-long card and the season card unless one of the cards says specifically to ignore one of the effects of the other. The effects are applied individually to the fields, because fields might be protected from drought, pestilence, or both.

The *normal* behavior (which almost never actually happens) for a seeded field is to produce 3 food, or 2 foods added to the one put there as seed. If a field has the Fertilizer upgrade, it produces one more. Climate conditions could increase the production by as much as +3 or decrease it by as much as -6. However, the decreases can never be below zero – you never lose more than the seeds you planted.

Reveal and resolve the spring actions

Card Face Actions: If a player has seeded any fields, then her only choice for the action is to turn the card face up and either play or discard it. This is true even if the climate will completely wipe out her seed. Most of the cards have complete explanations of their actions, though some of the more complex cards and some interactions between cards are explained in the Actions F.A.Q. section. If you play a Field or Silo Upgrade, put it under the element you want to upgrade, with the top showing (as on the Sample Tableau).

Field upgrades are operational in the season in which they are played and remain until they are destroyed by adverse climate conditions.

Back Actions: If a player has not seeded any of her fields, she has the option to play either the face of the card or a “Back Action.” There are four Back Actions available; indicate which you are doing by which way you orient the card when you play it. Unless someone else plays a Steal Opponent's Card action, there is no need to reveal the card used for a Back Action. All of the Back Actions except 'Saved for Later' take the face of that card out of play for the rest of the game; they locked into their role as the Back Action.

The season's Action card can only be used as a Back Action if the player has not seeded any fields. However, converting a saved card into another Back Action can be done whether or not the player has seeded.

- ½ of a Field – Performing this action twice will give you a new field to upgrade and plant.
- ½ of a Silo – Performing this action twice will give you a new silo in which to store food.

- Armed Man – Adds one unit to your offense and defense.
- Saved for Later – This card can be activated at any time in the future, either as a Card Face Action or as another Back Action. This could be done at the same time as another action, but note that Card Face Actions always happen **before** Back Actions. The significant case here is the Warlord Face Card Action. Neither the player playing the Warlord card nor the player defending against it could convert a Saved card into an Armed Man and have it affect the Tribute Contract. The Warlord goes into effect before the Armed Man, because Armed Man is a Back Action.

Pro Tip: When making a new field or silo, always play the first half as a Saved For Later action. When you play the second half, activate the first one at the same time.

Also, during the Action phase you can pull into play any Saved cards you have saved in earlier rounds. You can do this whether you have planted or not, and alongside your regular action for the season. They act with the same priority as your primary Action.

Harvest any successful production

Calculate each field's production separately, adding in any of the Climate conditions that apply. If a field has Irrigation, then ignore the deduction for drought; if a field has Protective Netting, then ignore the deduction for pestilence. If a field has Fertilizer, then its production is increased by 1.

If the climate is so bad that you've lost everything, then Welcome to the Wonderful World of Farming!

The base production for any field that was seeded is 3 food (so you keep the seed that was put on it and add two more from the bank). Fertilizer and favorable climate could increase this to as much as 7. However, unfavorable conditions could mean that the field does not even produce enough to replace the seed spent on it. In this case, throw the food placed on it as seed back into the bowl. A field can not do any worse than losing its seed.

Take all your food produced and move it into your storage – your silos and any Cats cards you might have. A Silo can hold 5 food, and the Silo Extension adds 2 more that it can hold. Cats can protect 3 food.

A Silo can hold 5 food, and the Silo Extension adds 2 more. Cats can protect 3 food.

Eat One Food

This is the silly gimmick of this game, you actually eat the food used as playing pieces. You don't really have to eat one, you can just put it aside or back into the bowl if you like, but you should do it to get into the fun of the game! If you have unprotected food – food that is not stored in a Silo or protected by Cats, you obviously should eat one of those. If all your food is protected, even if you have only one left because you lost it all or did not plant, you still have to eat one. Only if you are completely out of food can you let your farm workers go hungry.

Lose half unprotected food to vermin

If you have unprotected food – food that is not stored in a Silo or protected by Cats – then half of it is lost to vermin! Count the unprotected food, divide by 2, and round up, this is what is lost. Put it back into the bowl. If you have been afflicted with Rabbits, then ALL your unprotected food is lost, and you really should think about building another Silo.

Game Play, Summer Season

Repeat of the Spring Season

The Summer season is just a repeat of the Spring Season, with two exceptions: First, only one Climate card is drawn. It should be placed over the Spring Season Climate card so that it is clear that the existing year-long card and the summer season card are the two to be added together. The second difference in the Summer Season is that it finishes with payment of Tribute.

Pay Tribute to Warlords

When a player plays a Warlord card, then a Tribute Contract is established, defining the amount of the yearly tribute the defender must pay the attacker. The amount of this contract is set to half the difference of the armed men at the time the Warlord card is activated, rounded down. The Warlord card is always the last face-up card played. If Mercenary, Berzerker, Wall, Dogs, or Assassin are played in the same season, those cards do affect the amount of the Tribute Contract. However, an Armed Man played in the same season does not, whether it is played directly or it is a saved card converted to an Armed Man.

Tribute Contract Example:

Sue has one Armed Man and a Berzerker (worth 2 Armed Men on offense only) when she plays a Warlord card on Tom. The Warlord also counts as 1 Armed Man, so Sue has an offensive total of 4.

Tom has 1 Armed Man, so the difference is 3. Tom now owes Sue 1 food (half the difference, rounded down) every year until the Tribute Contract ends.

A Tribute Contract ends when the victim is forced to cash in a Food Stamps Token (because the government has stepped in to shut down the Warlord). The Tribute Contract also ends if the victim builds up his Armed Men to equal or greater than that of the attacker. Note that he has to match the attacker's current value, so if the attacker continues to build, he may never catch up. This comparison is done at the time Tribute would be paid, so it is even possible that a successful Warlord attack could be ended in the same year, and no tribute would be paid at all. Armed Men built by either side do not affect the amount of the Tribute Contract once it is established.

End of the Game

The game is over when all the Climate cards have been played and the final year is complete. There are 24 Climate cards, so the game is 8 years long.

Scoring

Count your food, and count 4 for each Food Stamps Token you still have. The player with the highest total wins.

Tie-breaker

If two players tie for highest total, break the tie in the following manner.

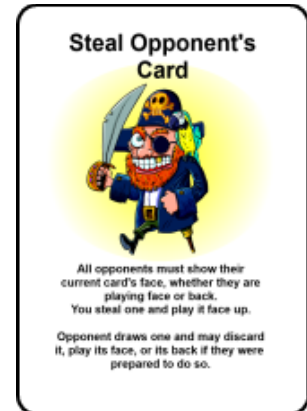
- Whoever had more Food Stamps Tokens remaining wins.
- If that ties, whoever had more Fields wins
- If that ties, whoever had the highest Defense wins.
- If that ties, whoever had the most Field and Silo Upgrades wins.
- If that ties, just call it a tie.

Actions F.A.Q.

Steal Opponent's Card

Q. How does Steal Opponent's Card work, including if more than one is played?

A. The Steal Opponent's Card always plays first. All the other players must show the face of their current action card, whether they are planning to play a Face or a Back Action. The player with the Steal card chooses one to take. The opponent who just lost his card then draws one card and plays it immediately. If it happens to be another Steal Opponent's Card, then he can steal his original card back. If the victim had planned to play a Back Action, he can still do so or he can change his mind when he sees his new card.



If two Steal Opponent's Card actions are played at the same time, then those two players must steal the cards from the closer opponent (if the two are adjacent) or from the opponent on their right (if the two are opposite). If three of the cards are played, or if two are played in a 2 or 3 person game, then the Steal cards are discarded and the players with them each draw one card and play or discard it immediately.



Finally, if you play a Steal Opponent's Card card and you do not want any of the cards available to you, you can just discard it for the top card in the deck. Essentially, you are stealing your own card.

Fire Climate card as a Year-Long Climate

Q. If the Fire card comes up as a Year-Long Climate, does its benefit of allowing a free ½ Field apply in both seasons?

A. Well, yes, but only if you have already increased your hand size with two Flexible Hand cards. The card specifically says that you use a card from your hand to make an extra ½ Field. Only if you had an increased hand size would you have another card in your hand to make the second ½ Field.



Driving Rain and Drought

Q. How can we have Driving Rain and Drought in the same season? If they come up, one as the Year-Long Climate and one as the Season's Climate, are we really supposed to add them together?

A. An entire growing season is at least 2 months long. The Driving Rain might last only a week and do its damage, and then the drought lasts for a month. Similarly, if you have a Severe Drought and a Moderate Drought together in the same season, you still add them. It means that you had a Severe Drought for a month, then it looked like the drought might break, but it was only a brief shower followed by another drought through the rest of the season. Add 'em up.

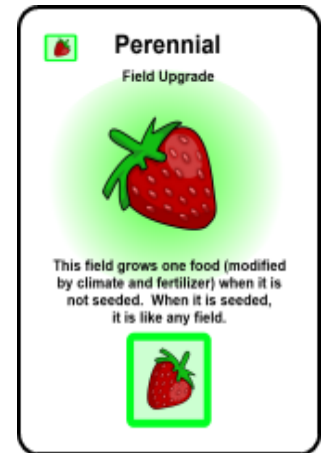
Perennial Field Upgrade

Q. If I upgrade a field with the Perennial Field upgrade, can I still plant if I want to? Does Fertilizer and Climate affect the Perennial-improved field? Can I still perform Back Actions if I use its Perennial power?

A. Yes, yes, and yes. If you seed the field, it produces normally. If you do not, then it produces less, but you may still perform Back Actions (assuming you did not seed any other field). Fertilizer and climate conditions still affect the field normally when it is growing due to its Perennial-improvement, it is just starting from a lower base level of production.

Q. Can I play Perennial if I already have Rabbits?

A. No, but see below if you're playing a Coyote on the same turn.



Cats, Rabbits, and Coyote (and Perennial)

Q. If I have Cats already, and an opponent plays Rabbits on me, can I use a Coyote to chase away only the Rabbits, but have him leave my Cats alone?

A. No. If a Coyote is played, he chases away all the Cats and all the Rabbits on a single farm.

Q. Can I have more than one Cats card?

A. Yes

Q. What if Cats and Coyote are played on the same person in the same turn? Can I wait to play the Cats until after the Coyote is done chasing away whatever it's going to chase away?

A. No. The Coyote chases away Cats played on the same turn as it. Generally, all card played face up are played all at the same time, so any interactions they might have will happen. The only exception is the Warlord, which always plays after all other face-up cards played in the same turn. This also means that if you have Rabbits from an earlier turn, then if you play both Coyote and Perennial, the Coyote will be chasing the Rabbits so the Perennial can be successfully played.

Silo Extension

Q. Can I use more than one Silo Extension on the same silo?

A. No, only one extension per silo is allowed.

Multiple Warlord Attacks

Q. If I have use more than one Warlord attack, can I use the same Berzerker, Mercenary, and Armed Men in both attacks?

A. Yes. However, the +1 attack value for the Warlord cards themselves count only for the one attack in which they are used. Also, you can't attack an opponent with whom you already have a Tribute Contract; it must end through one of the ways a contract is terminated.

Dogs, Mercenary, and Walls

Q. Does the Walls card double the effect of Dogs or a Mercenary?

A. No, only Back Action Armed Men are doubled by a Walls card.

Warlord Clemency

Q. Once I have established a Tribute Contract by playing a Warlord card, can I drop it myself, or demand a smaller tribute for one year?

A. No. Once the contract is set up, you have to collect the full amount if the player has it. Otherwise you might bleed him but let him keep a single food so that the Food Stamps Government Officials do not stop your Contract.

Bottoming Out to end Tribute

Q. If I am paying Tribute to a Warlord, can I eat extra food or empty out my silos and let the vermin eat it, so that I bottom out sooner and end the Tribute by being forced to cash in a Food Stamps Token?

A. No, you still have to put your food in the silo. However, you do not have to plant if you do not want to.

Almanac, Geezer, Reactive Planting, and Climate

Q. Do I play my Almanac or Geezer card early in the season, before the Climate card(s) are revealed?

A. No. You play them at the normal time actions are played. They inform your decision for the following year and season. In the turn you play them, you plant or not just as uninformed as anyone else.

Making Deals

Q. My brother made a deal with me that if I played the Rabbits card on my sister, he would use his Warlord card to attack her and not me. Then he attacked me anyway. Can I make him take it back? Can I change where I played the Rabbits card?

A. No to both questions. Deals are not binding, so he was free to be as much of a stinker as he is prone to be. Also, the Warlords card always plays last, so he can wait until you have committed your action before playing it. You do, however, have our permission to call him a smelly meany-head.