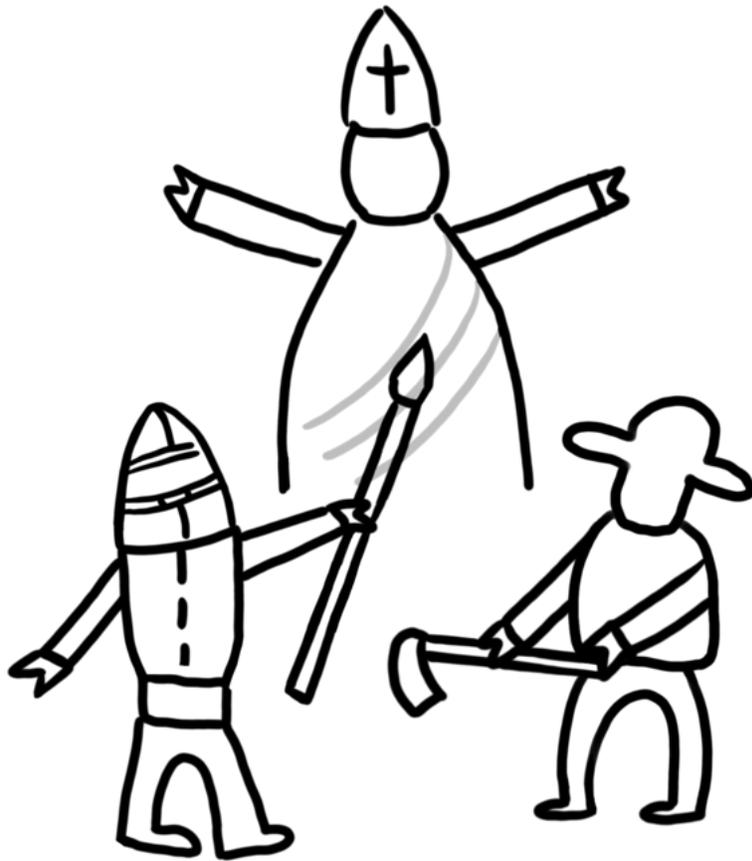


# WARFARM



# Glossary

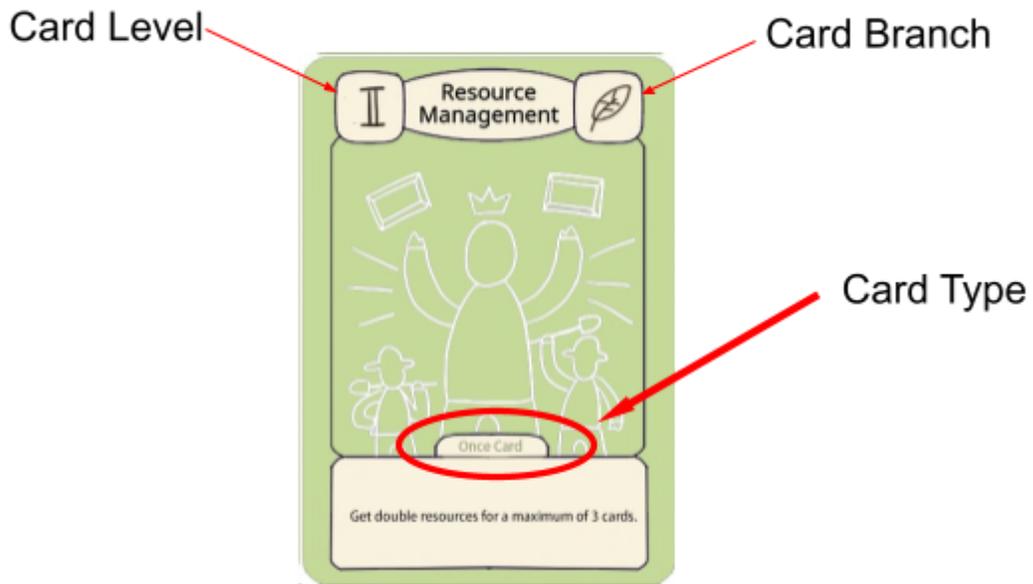
## Tokens

Color	Name	Description
White 	Farmer	<p>Players start with 2 Farmers</p> <p>Farmers are the base tokens. They can be combined with some tokens to become different units.</p>
Green 	Farmland	<p>Farmland is the players' health and storage. If players lose all of their Farmland, they instantly lose.</p> <p>Players cannot have more units than their Farmland.</p> <p>Players cannot have more cards than their Farmland.</p>
Blue 	Water	<p>Players start with 3 Water</p> <p><b>Farmers</b> can be combined with Water to become Explorers.</p>
Black 	Steel	<b>Farmers</b> can be combined with Steel to become Soldiers.
Yellow 	Religion	<p><b>Farmers</b> can be combined with Religion to become Disciples.</p> <p>Disciples can produce 1 Religion every turn if they stay on their board.</p>
Orange 	Fire	<p>Fire is a rare resource. They can only be obtained with rare cards.</p> <p>Fire can be shot with a Cannon or extinguished with 5 <b>Water</b>.</p> <p>Players who have Fire will lose 1 <b>Farmland</b> at the start of their turn.</p>

## Units

Name	Description
Farmer 	Farmers can farm and produce 1 <b>Water</b> if they stay on their board farming.
Explorer 	Players can send Explorers to get cards from unlocked decks. This consumes <b>Water</b> and the Explorer becomes a <b>Farmer</b> .
Soldier 	<p>Players can defend their board with Soldiers: Soldiers can defend their <b>Farmland</b>, <b>Table Cards</b>, and <b>Trap Cards</b>.</p> <p>Defending Soldiers can attack Disciples sent by other players.</p> <p>Players can attack other players with Soldiers. When a soldier attacks another Soldier, both Soldiers are removed—this does not apply to other units.</p> <p>After an attack, they need time to return to the board and thus cannot defend. Returning Soldiers cannot be attacked.</p>
Disciple 	Players can send Disciples to other players' boards. If this Disciple is alive at the start of your next turn, take 1 <b>Farmland</b> or 1 <b>Farmer</b> from that player. If the target player only has one last <b>farmer</b> , you can only take the <b>Farmland</b> .
Cannon 	<p>Cannons can only attack but can attack twice. This requires 1 Farmer to operate.</p> <p>Destroy the Cannon if it shoots a Fire.</p>

# Cards



Type	Description
Resource Card	<p>Once played, get a resource assigned by the card. You can get a Farmer, Farmland, or Steel. If a player draws a Wild Card, they can choose either a Farmer, Farmland, Steel, or Religion.</p> 
Table Card (18)	<p>Once played, place the card in your Table Card area face-up. If a player attacks this card, remove the card. Players can defend Table Cards with Soldiers.</p> 
Once Card (6)	<p>Once played, the card takes effect. Remove the card after.</p>
Trap Card (5)	<p>Once played, place the card in your Trap Card area face-down horizontally. If a player triggers the card, the card takes effect. Remove the card after.</p> 

	<p>If both of the other players have the same Trap Card, the player whose turn is next has priority.</p> <p>If a player attacks this card, remove the card. Players can defend Trap Cards with Soldiers.</p>
Permanent Card (1)	<p>Once played, place the card in your Table Card area face-up. This card will take effect for the rest of the game.</p> 
Miracle Card (3)	<p>Once played, keep the card in your Table Card area face-up. This card behaves like a Once Card.</p> 

 <b>Farm Cards</b> - Win Condition: Have 12 Farmland and 12 Farmers		
<b>Level I</b> - Unlock Requirement: 3 Farmers		
Water Wheel	Table Card	Get 2 Water every turn.
Irrigation	Table Card	Get 1 Farmland every turn.
Conscription Reform	Table Card	Farmers can defend Farmland and Table Cards. Attacking Soldiers will be removed.
<b>Level II</b> - Unlock Requirement: 4 Farmers		
Combine Harvester	Table Card	Get the amount of Water based on the amount of your Farmland. This requires 2 Farmers on the card.
Resource Management	Once Card	Get double resources for a maximum of 3 cards.
Extra Package	Once Card	Get 3 more cards from exploring the resource deck.
Peace Contract	Once Card	Give a player 3 Water. That player cannot attack you.
<b>Level III</b> - Unlock Requirement: 5 Farmers		
Free Market Reform	Table Card	Exchange Water with any resource
Explorer's Association	Table Card	Spend 2 Water to draw a Level I or II Farm Card

Shared Facility	Table Card	Take a Table Card from any player by giving them 2 Water for each card.
Lost Homeland	Once Card	If you have less than 5 Farmland, get 4 Farmland and 4 Farmers.

 <b>Military Cards</b> - Win Condition: Remove all Farmland from other players		
<b>Level I</b> - Unlock Requirement: 1 Soldier		
Cannon	Table Card	Build a Cannon with 2 Steel.
Mine	Table Card	Get 1 Steel every turn.
Forced Reinforcement	Trap Card	If another player creates Soldiers, take 1 Soldier.
<b>Level II</b> - Unlock Requirement: 3 Soldiers		
Active Troops	Table Card	Soldiers can both attack and defend.
Mercenaries	Table Card	Attack a player once every turn.
Execution	Table Card	Kill 1 Soldier to draw a Level I or II Military Card.
Guard	Trap Card	If a player explores, kill the explorers and take the cards they would have gotten.
<b>Level III</b> - Unlock Requirement: 4 Soldiers, 1 Cannon		
Fire	Table Card	Get 1 Fire every turn.
Surprise Attack	Once Card	Ignore all defensive units.
Defenseless Karma	Trap Card	If you lose more than 3 resources or units this round, attack 3 of the attacker's Farmland and 3 of anything.
Life or Death	Permanent Card	Keep your Farmland and remove everything else. Attack both players 6 times. You can no longer draw cards.

**Religion Cards - Have 10 Disciples and 10 Religion / Play all 3 Miracle Cards****Level I - Unlock Requirement: 1 Disciples**

Tithing	Table Card	Get 1 Water from the other two players. If they don't have Water, take Farmland instead. This requires 1 Disciple on the card.
Pious	Table Card	Use Religion to draw cards from unlocked card decks. 2 Religion to draw a Resource Card or a Level I Card, 3 for a Level II Card, and 4 for a Level III Card.
Martyrdom	Trap Card	If a player kills your Disciple, get 3 Religion and 2 Farmers.

**Level II - Unlock Requirement: 2 Disciples**

Temple	Table Card	Whenever a Disciple dies, get 3 Religion and 1 Farmer.
Church Reform	Table Card	Spend Religion to get other resources: 2 for a Farmer, 3 for Steel, and 3 for Farmland.
Burnt Offering to Elder Gods	Once Card	Sacrifice 1 Disciple to kill up to 2 units
Ascetic Monk	Trap Card	If your Table Card is destroyed, draw 2 Level II and 1 Level I Religion Cards.

**Level III - Unlock Requirement: 4 Disciples**

The Great Cathedral	Table Card	Your Disciple produces 1 more Religion.
The Great Flood	Miracle Card	Spend 3 Religion and sacrifice 1 Disciple. The other players lose 3 units and get 3 Water.
The Great Fire	Miracle Card	Spend 3 Religion and sacrifice 1 Disciple. The other players lose 2 units and get 1 Fire.
The Call from the Elder Gods	Miracle Card	Sacrifice 2 Disciples. Take in total 4 units from the two other players.

# Rules

## Logline

This is a token and card-based game in which players need to manage the randomized resources they gain from cards properly, protect their farmland, and destroy other players' farmland.

## Gameplay

The game is full of competition and interaction between the three players. For each turn, players make choices depending on the resources and cards they have. They can be an aggressive player who frequently attacks others. Or they can make an ally with another player to fight against the most powerful one. The cards each player draws every turn also have different abilities. Some have permanent effect until it is destroyed, and others can be used as a trap. Cards from different branches will assist you in reaching its win condition.

## Rules

### Setup:

This is a three-player game.

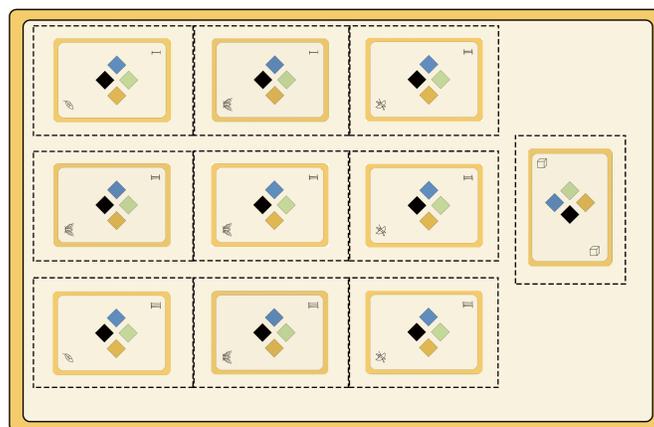
Every player starts with 6 Farmland, 2 Farmers, and 3 Water.

Players can choose who starts first in a way they like.

They have a choice to get an additional resource: 1 Farmer, 1 Steel, or 1 Religion.

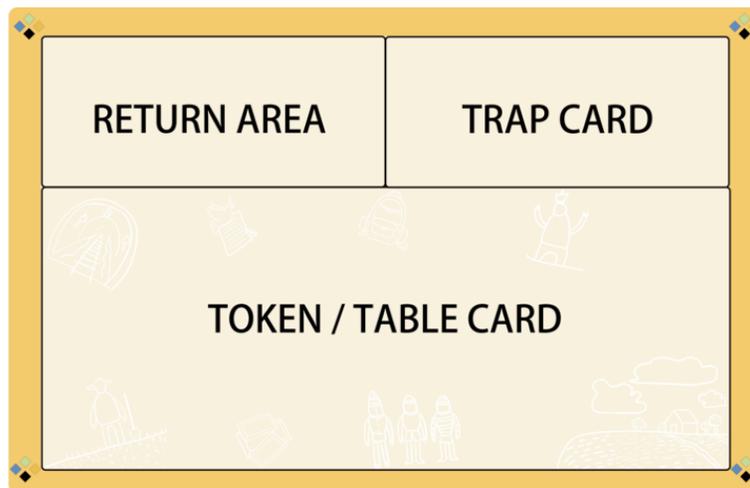
The player who starts first picks the resource first.

Place the cards in their appropriate slots on the boards. Cards should be arranged according to their icons on the **Deck Board**. (Check the Glossary for icons).



**Deck Board**

On the **Player Board**, place tokens and Table Cards in the TOKEN/TABLE CARD section. Place Trap Cards in the TRAP CARD section. Place returning Soldiers in the RETURN AREA. Soldiers in this area cannot be attacked.



**Player Board**

**How to win:**

Farm Win: Have 12 Farmland and 12 Farmers

Military Win: Remove all Farmland from other players

Religion Win: Have 10 Disciples and 10 Religion / Play all 3 Miracle Cards

(Players are allowed to surrender)

## Play Order in Your Turn:

If it is the start of the game, go to step 3. **Build Units**

### 1. Draw Cards & Get Resources

Draw 1 card from the explored deck per returned **Explorer**. This consumes Water and the Explorer becomes a Farmer.

Get 1 Water per **Farmer** if they stay on the board and are not protecting any table cards.

Get resources from certain **Table Cards**.



### 2. Play Cards

**Card Play:** one player can play **as many cards as they want** in one turn.

**Table Card:** Once played, place the card in your Table Card area face-up.

**Once Card:** Once played, the card takes effect. Remove the card after.

**Trap Card:** Once played, place the card in your Table Card area face-down horizontally. If a player triggers the card, the card takes effect.

For detailed information, check the **Glossary**.



### 3. **Build Units**

Players can combine resources to build units.

Players can make as many units as they want in the unit-making process of that turn.



### 4. **Defend**

Soldiers can defend your Farmland **or** Table/Trap Cards. To defend Farmland, you put your soldier **near your Farmland**. To defend Table/Trap Cards, you put your soldier **on the top of that card**.

Players can choose to defend their Table/Trap Cards or Farmland with Soldiers. If another player attacks a defended card or Farmland with a Soldier, **both the attacking and defending Soldiers are removed**.

When a player attacks using soldiers or cannons, the defending Soldier is prioritized. They cannot directly attack defended cards or Farmland.



### 5. **Attack**

Players in each turn have 1 chance to decide whether or not to attack. They can choose to attack multiple players.

Players can use Soldiers to attack other players. If a Soldier attacks another Soldier, **both the attacking and defending Soldiers are removed**.

Players can send Disciples to other players. If those Disciples are alive on your next turn, take 1 Farmer or Farmland from the player you sent the Disciples to.

**Both the attacker and attacked player draw 1 Resource Card per destroyed Farmland or Table/Trap Card.**



## **6. Explore/Farm**

**Farm:** Farmers can stay and Farm. On the next turn, get 1 Water per farmed Farmer.

**Explore:** Explorers can explore unlocked decks. On the next turn, draw cards from the explored deck and remove the Water from the Explorers. They can be used as Farmers.



## **7. End Turn (Discard extra cards and units)**

Players cannot have more units or cards than the amount of Farmlands.