Introduction

Keyflower - the Farmers is an expansion for the game *Keyflower*. In *Keyflower* each player develops their own unique village over four seasons by successfully bidding for a range of village tiles (specialised buildings and boats), skills, resources and workers ('keyples').

In *Keyflower – the Farmers*, players develop the agricultural side of their economy by acquiring new farm buildings, growing wheat and collecting and breeding farm animals (cows, pigs and sheep). Animals are kept in the fields created by the layout of the roads, adding a new dimension and considerations to the base game.

Points can now be scored through the acquisition and breeding of the animals, harvesting the wheat and from the layout of the fields.

Players may choose to use all of the tiles from *Keyflower - the Farmers* and add tiles at random from *Keyflower* to make up the required number of tiles or simply mix the two sets of tiles.

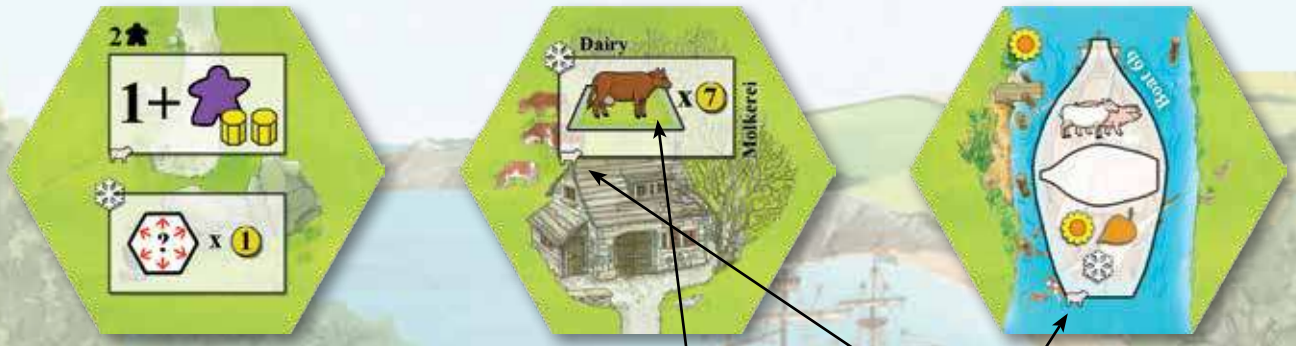
Keyflower the Farmers

Components and key

21 large hexagonal tiles

3 Turn order tiles

18 Village tiles (including 2 summer boat tiles)





30 wheat tiles



New icon – field rectangle

Note that all the Keyflower – the Farmers tiles have a small white sheep icon for ease of identification.

12 brown wooden cows



24 pink wooden pigs



32 white wooden sheep



6 plastic zip storage bags

These **rules** in English, German and French (which supplement the rules in Keyflower and should be read in conjunction with them).

Set up

Follow the set up rules for *Keyflower*, except as follows:

Turn order tiles. When using the *Keyflower – the Farmers* expansion, replace the number 1, 2 and 3 turn order tiles from *Keyflower* with the corresponding tiles from *Keyflower – the Farmers*.



Continue to use the number 4 turn order tile from *Keyflower* if there are 5 or 6 players.

When players win bids for the turn order tiles, they get the indicated resources in addition to the choice of boats. The resources from the turn order tiles are taken at the same time that a player receives the workers and skill tiles from one of the boats (in spring, summer or autumn) or receives the boat tile (in winter).

Players cannot generate resources by placing workers on the turn order tiles.

Village tiles. Add the four new **spring**, **summer** and **autumn** village tiles to the corresponding season's tiles from *Keyflower*.

Mix the six new **winter** village tiles with the winter tiles from *Keyflower*. The number of winter tiles received by each player is increased as follows: with 2-4 players each player now receives 4 winter tiles (previously 3), with 5-6 players each player now receives 3 winter tiles (previously 2).

Place the cow, pig and sheep pieces and the wheat tiles in separate piles at the side of the playing surface.

In your first game of *Keyflower – the Farmers* it is recommended that you play the '**Farmer's variant**' (see page 8). In this variant, in **spring**, **summer** and **autumn**, players play with all four village tiles from the *Keyflower - the Farmers* expansion (in order to become familiar with the new tiles), plus a number of tiles from *Keyflower* to make up the required number of tiles for each season.

When distributing the winter tiles, players create a selection of winter tiles to be used by taking the six village tiles from *Keyflower - the Farmers*, and then add the required number of tiles from *Keyflower*.

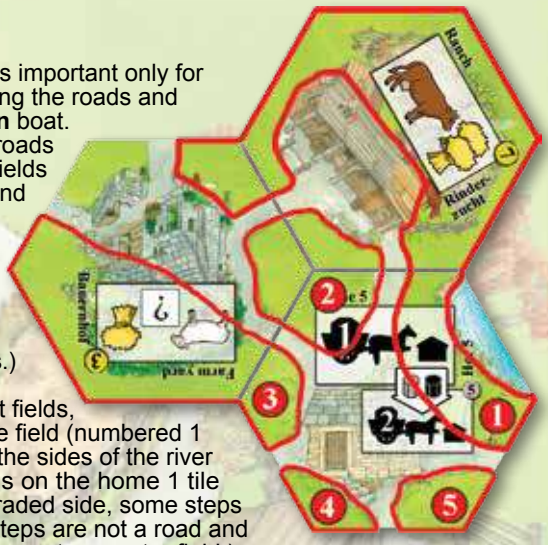
The number of large hexagonal tiles used in the game are as follows.

Players	**2**	**3**	**4**	**5**	**6**
Home	2	3	4	5	6
Boat	2	3	4	5	6
Turn order	1	2	3	4	4
Spring, summer and autumn	6	7	8	9	10
Winter ***per player***	4	4	4	3	3
Winter ***introduced***	2-8	3-12	4-16	5-15	6-18

Fields

In *Keyflower* the road layout was important only for the distribution of resources along the roads and for scoring with the **Sea Bastion** boat. In *Keyflower - the Farmers* the roads are additionally used to create fields in which to house the animals and for scoring the **hillside** tile.

A field is an area surrounded by roads, water and the unconnected sides of tiles. A field may extend across several tiles. (See the red outlined areas.)



Each home tile has five different fields, (as numbered) including the one field (numbered 1 in the diagram) that borders all the sides of the river inlet. (Note that the illustrations on the home 1 tile show a stream and, on the upgraded side, some steps leading to the river bank. The steps are not a road and neither the stream nor the steps create an extra field.)

Note also that the corners of the fields in the boat tiles do not connect to adjacent boat tiles.



Animals may be placed in the fields during the game. Each field containing one or more animals will score points at the end of the game.

Set up - quick rules

Follow the set up rules for *Keyflower*, except as follows:

Use the number 1, 2 and 3 **turn order** tiles from *Keyflower – the Farmers*.

Players winning bids for these turn order tiles get any resources indicated on the tiles.

Village tiles. Add the *Keyflower – the Farmers* tiles to the tiles from *Keyflower*.

The number of winter tiles received by each player is now 4 (2-4 players) or 3 with 5-6 players.

In your first game of *Keyflower – the Farmers* it is suggested that players use all of the tiles from *Keyflower – the Farmers*.

Fields

In *Keyflower - the Farmers* the roads are used to create fields in which to house the animals.

A field is an area surrounded by roads, water and the unconnected sides of tiles.

Each field containing one or more animals will score points at the end of the game.

Animals

1. Introduction of animals

In *Keyflower – the Farmers*, three types of animals are introduced into the game. Sheep are potentially available from the spring onwards, pigs from the summer onwards and cows from the autumn onwards.

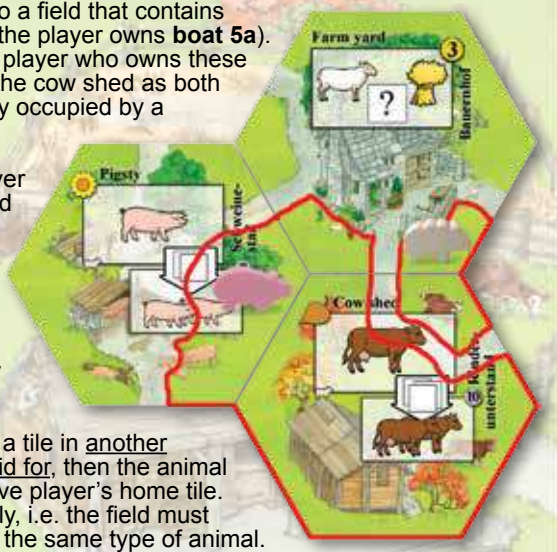
Animals are usually obtained in the same way as other resources, by placing a worker on a tile that generates that animal.

If an animal is generated using a tile in a player's own village, then the animal is placed into a field on the tile which generates it.



The field must either be empty of other animals or contain only the same type of animal.

An animal cannot be placed into a field that contains another type of animal (unless the player owns **boat 5a**). In the diagram on the right, the player who owns these tiles cannot generate a cow in the cow shed as both the fields on that tile are already occupied by a different type of animal.



Note that a field can extend over several tiles. All parts of the field in each of these tiles need to be either empty or only contain the same type of animal that is being generated. If there are no available fields on the tile generating the animal, then no new animal is generated by placing a worker on that tile.

If an animal is generated using a tile in another player's village or a tile being bid for, then the animal is placed into a field on the active player's home tile. The same placement rules apply, i.e. the field must either be empty or only contain the same type of animal.

If a player generates more than one animal, the animals may be placed into different fields on the same tile. Animals are always placed on tiles. They are never placed behind a player's home screen.

2. Movement of animals

It is the number of fields that are occupied by animals, not the number of animals that score points at the end of the game (except in the case of sheep, if the player owns the **sheep shelter** tile). Therefore players may want to move their animals into different fields. Moving animals is possible by placing workers on tiles with a transport ability and, if desired, by supplementing this movement capacity by spending wheat (see *Wheat*).

When using transport tiles (the **farrier**, **home tiles**, **paddock**, **stable** or **wainwright**), the movement ability on those tiles may be used to move animals. It costs one movement to move an animal from one field to an adjacent field. Fields are considered adjacent if there is a tile which contains both fields (irrespective of how many roads separate the fields). For example in the diagram below it takes the sheep two movement to move to field 2. Note that fields will frequently extend across several tiles.



Animals which are in a field can move freely to any part of that field, even across one or more tiles if desired.

Animals may be moved through any number of fields, but each field an animal moves into costs one movement. Animals may move through fields with different types of animals in, but may not finish their movement there.

Transport capacity can be split between moving animals and moving resources.

Animals

1. Introduction of animals

Keyflower – the Farmers, introduces sheep, pigs and cows into the game.



If an animal is generated using a tile in a player's own village, then the animal is placed into a field on the tile which generates it.

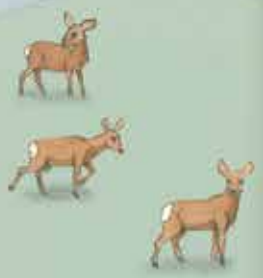
A field can only accommodate one type of animal (unless the player owns **boat 5a**).

If an animal is generated using a tile in another player's village or a tile being bid for, then the animal is placed into a field on the active player's home tile.

2. Movement of animals

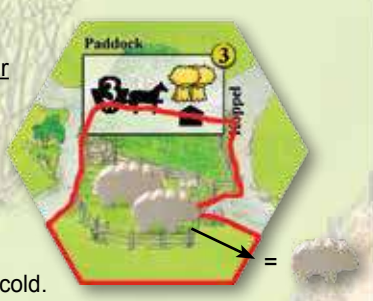
Animals are moved by using the transport ability, which may be supplemented by spending wheat.

It costs one movement to move an animal from one field to an adjacent field.



3. Breeding animals

At the end of **spring**, **summer** and **autumn**, <u>after</u> items have been taken from the boats, breeding occurs. If there are two or more animals of the same type in a field then they will breed and create one additional animal of the same type. The player takes an animal of the appropriate type and places it in the <u>same</u> field as the breeding pair.



Animals do not breed at the end of **winter**. It is too cold.

Animals must be in same field to breed. They cannot breed if they are in different fields, even if they are on the same tile.

Animals do not breed if there are different types of animals in that field (unless the player owns **boat 5a**), they are too unsettled.

If a player owns **boat 6b** and receives a pig and a sheep at the end of the season, then the animals received in summer and autumn are allocated to fields on the player's home tile before breeding takes place and are therefore able to breed.

In the unlikely scenario that there are insufficient animals of the type being generated, then the player only receives the number of animals of that type that are available. If a shortage arises during breeding, then the newly bred animals are taken in turn order starting with the new start player.

4. Scoring points for fields with animals in them

Players score points at the end of the game for the number of <u>fields</u> that each type of animal occupies, <u>not</u> the number of animals. Each field with a cow(s) in it will usually score 3 points, each field with a pig(s) in it will usually score 2 points and each field with a sheep in it will usually score 1 point.



= 1 point



= 3 points



= 6 points

Additional points are available if the player owns the **dairy**, the **truffle orchard** and/or the **weaver** winter tiles.

Although animals may not be moved into a field that contains another type of animal (unless the player owns **boat 5a)**, it is possible that animals may find themselves in the same field as another type of animal if their separate fields become connected. This is permitted and can happen easily in winter from the placing of winter tiles as these only contain one road. Animals <u>do</u> still score if they are in same field as a different type of animal. However be careful not to join two fields together in winter that have two of the <u>same</u> type of animal in it, as in these circumstances only the one joined field will score.

At the end of the game the **purple start player marker** may additionally be declared by the player who successfully bid for it as an animal (in any field).

3. Breeding animals

Breeding occurs <u>after</u> items have been taken from the boats.

If there are two or more animals of the same type in a field then they will breed and create one additional animal.

Animals do not breed at the end of winter.

Animals arriving in **boat 6b** arrive <u>before</u> breeding takes place and are therefore able to breed.

4. Scoring points for fields with animals in them

Each field with a cow(s) in it will usually score 3 points, a pig(s) 2 points and a sheep 1 point.

Animals are permitted to be in the same field as another type of animal if their separate fields become connected.

For scoring the **purple start player marker** may be declared as an animal.

Wheat

Keyflower – the Farmers introduces wheat into the game. Wheat can be used to entice animals into different fields or to strengthen the horse as it pulls a cart full of resources.



= 4 transport

Wheat is usually obtained in the same way as other resources, by placing a worker on a tile that generates it. Wheat tiles are kept behind a player's home screen (in the same way that the skill tiles are).

Wheat can be used to generate additional transport movement, but only when a transport tile (the **farrier**, **home tiles**, **paddock**, **stable** or **wainwright**) is being used. For each wheat that is spent the movement ability is increased by 1. The additional transport capacity can be used to transport resources or to move animals or (if more than one wheat is spent) a combination of both.

Movement generated by wheat is not doubled if the player owns **boat 2b**. Likewise, wheat does not contribute to scoring if a player owns the **Keyflower** tile.

If the supply of wheat tiles runs out then there are no more wheat tiles available. At the end of the game the **purple start player marker** may additionally be declared by the player who successfully bid for it as a wheat tile.

Wheat

Wheat can be used to generate additional transport movement when a transport tile is being used. Each wheat spent increases the movement ability by 1.

For scoring the **purple start player marker** may be declared as a wheat tile.

Rules Clarifications

The following section does not introduce any new rules, but clarifies certain *Keyflower* rules and explains how some of the *Keyflower* rules interact with the *Keyflower - the Farmers* rules.

Start of the season

When skill tiles are placed on the boats, they are placed face up so that the type of skill available is visible.

In **winter** each player selects one or more of the winter tiles to be bid for that they received in the set up phase. There is no restriction on the number each player may select, notwithstanding that players now receive more tiles in the set up phase than they did in *Keyflower*.

Bidding

Green workers <u>cannot</u> be used as a substitute for workers of other colours.

A player's turn may consist of adding more workers to an existing bid. More workers may be added irrespective of whether the existing bid is a winning bid or a losing bid. However the new total number of workers must create, or still be, a winning bid.

Workers that have been outbid may be moved elsewhere, including to other bids, to generate production on village tiles or into the bag as part of an exchange. However the workers must remain together.

End of season

It is recommended that the following procedure is adopted at the end of the each season to avoid any confusion,

Firstly, all workers forming part of losing bids are taken back by the players.

Secondly, the start player claims all of the village tiles that they have won, followed by each other player in turn in clockwise order. Workers forming the winning bids are placed back in the bag.

Thirdly, deal with the turn order tiles and boats in order. If a player owns boat 1 (giving keyples) and/or boat 6 (giving two wheat, or a pig and a sheep) they collect these at this point.

Fourthly, except in winter, if there are two or more animals in a field (after any animals from the **boat 6** have been allocated), then the animals may breed and the player may add one more of that type of animal into that field.

End of season

The recommended procedure is:

1. Retrieve workers forming losing bids.
2. Collect tiles won one player at a time.
3. Deal with the turn order and boat tiles.
4. Breed animals (except in winter).

Game end scoring

As set out in the *Keyflower* rules, players score points for the tiles in their village and for their gold counters at the end of the game.

In addition, players may now score points for fields containing animals and, with the appropriate tiles, for wheat and fields.

The **purple start player marker** may now also be considered as an animal (of any type and in any field) or as a wheat tile.

Scoring procedure



1. Score the **resources** placed during the game on the autumn scoring tiles: the **barn**, **blacksmith**, **stone yard** and **timber yard**. (Resources cannot be reallocated to the autumn scoring tiles at the end of the game). Then place the resource counters to one side in order to avoid scoring them twice.



2. Score the **sheep** that were placed in the **sheep shelter** during the game. (Sheep cannot be reallocated to the **sheep shelter** at the end of the game.) If the player also owns the **weaver**, then the player may wish to not score one of the sheep in the **sheep shelter**, leaving that sheep behind in order to score the field using the **weaver**. Then place the sheep to one side in order to avoid scoring them twice.



3. Score each **field** containing one or more **animals** as follows: a field containing one or more sheep scores 1 point, one or more pigs 2 points and one or more cows 3 points. Additional points are available if a player owns the **weaver**, **truffle orchard** or **dairy** winter tiles respectively. Animals cannot be reallocated at the end of the game.



4. Score tiles with **fixed points**, as indicated on the top right of the information box (including the **Flipper** and **Ianvincible** boat tiles).



5. Reallocate the keyples, skill tiles, remaining resources and the start player keyple (if not already scored) to the remaining **winter tiles** and to the **White Wind** boat tile as desired. Score those tiles.



6. Score the remaining **boat tiles**: **Keyflower**, **Sea Bastion** and **Sea Breese**.



7. Score the **turn order tiles**, one point for each adjacent tile.



8. Score one point for each **gold** resource (unless already scored, for example, under 5 using the **Jeweller**).

The player with the most points is **the winner**. In the event of a tie, then of the tied players the player who chose their boat tile first in winter is the winner.

Clarification on scoring.



The maximum number of points available from the **Sea Breese** is 32 points, even if a player has more than five river tiles connected to their home tile.

As a general rule each item can only be scored once. However there are two exceptions for the fields which are detailed below:

Fields with animals in. Although animals may not be moved into a field that contains another type of animal (unless the player owns **boat 5a**), it is possible that animals may find themselves in the same field as another type of animal if their separate fields become connected. This is permitted and can happen easily from the placing of the winter tiles as these only contain one road each. The field does still score for each different type of animal it contains, so the field may be scored more than once. As mentioned, players should be careful not to join two fields together in winter that have two of the same type of animal in it, as in these circumstances only the one joined field will score.

Each tile containing a field that connects to the **Hillside** field contributes to the score for the **Hillside**, irrespective of whether that tile has already scored.

Game end scoring

The recommended procedure is:

1. Score the resources placed on the autumn scoring tiles.

2. Score sheep in the **sheep shelter**.

3. Score each field containing one or more animals.

4. Score tiles with fixed points.

5. Score the remaining winter tiles and the **White Wind** boat.

6. Score the remaining boat tiles.

7. Score the turn order tiles.

8. Score one point for each **gold** resource.

The player with the most points is the **winner**.

Village tiles - detail

Turn order tiles



The resources from the turn order tiles are taken at the same time that a player receives the workers and skill tiles from one of the boats (in spring, summer or autumn) or receives the boat tile (in winter). A player cannot place workers on the turn order tiles in order to generate resources. If a player wins the bid for more than one turn order tile, they do get the resources from each of the tiles, if applicable.

Spring tiles



Farm yard. If this tile is not upgraded, a player places a worker on this tile and then takes either a sheep, a wheat tile or a skill tile, if available. If this tile has been upgraded, a player places a worker on this tile then takes a sheep, a wheat tile and a skill tile, if available. A sheep generated in a player's own village must be placed in an available field on this tile. A sheep generated in another player's village or from a tile being bid for must be placed on the player's home tile.



Paddock. When a worker is placed on the paddock, the player receives a number of wheat tiles as indicated by the wheat icon(s), if available. The player may move up to the number of resources or animals within their own village as indicated by the number on the cart and they may upgrade a building in their own village. The wheat tile(s) gained may be spent on that turn or placed behind the player's screen.



Sheep fold. A player places a worker on this tile and then takes the number of sheep indicated, if available. Sheep generated in a player's own village must be placed in an available field on this tile. Sheep generated in another player's village or from the tile when it is being bid for must be placed on the player's home tile. Note that the walled area in the centre of the illustration on the tile does not create an extra field.



Wheat field. When a worker is placed on the wheat field, the player receives a number of wheat tiles, if available, as indicated by the wheat icons and places the tiles behind their screen. Note that the walled area in the centre of the illustration on the tile does not create an extra field.

Summer Tiles



Boat 5a. The player who owns boat 5a may place or move cows, pigs and sheep into the same fields as each other. The animals in the village of the boat's owner will breed even if there are different types of animals in the same field.



Boat 5b. For game end scoring purposes, wheat can be counted as any type of resource and any type of resource can be counted as wheat.



Boat 6a. When taking workers from the boats at the end of summer and autumn, the player also takes two wheat tiles, if available. When taking a boat tile at the end of winter, the player takes two wheat tiles, if available. The wheat tiles are placed behind the player's screen.



Boat 6b. When taking workers from the boats at the end of summer and autumn, the player also takes a pig and a sheep, if available. The pig and sheep must be placed into an available field on the player's home tile. If there are no available fields then the player may not take the pig and/or sheep. The animals are received before breeding, so these animals can reproduce in summer and/or autumn if there is already one or more of the same type of animal in the field into which they have been placed. When taking a boat tile at the end of winter, the player takes a pig and a sheep, if available, which must be placed into an available field on the player's home tile.



Shepherd's hut. A player places a worker on this tile and then takes a sheep plus the number of wheat tiles as indicated, if available. A sheep generated in a player's own village must be placed in an available field on this tile. A sheep generated in another player's village or from a tile being bid for must be are placed on the player's home tile. The wheat tile(s) are placed behind the player's screen.



Pigsty. A player places a worker on this tile and then takes the number of pigs indicated, if available. Pigs generated in a player's own village must be placed in an available field on this tile. Pigs generated in another player's village or from the tile when it is being bid for must be placed on the player's home tile.

Autumn Tiles



Cow shed. A player places a worker on this tile and then takes the number of cows indicated, if available. Cows generated in a player's own village must be placed in an available field on this tile. Cows generated in another player's village or from the tile when it is being bid for must be placed on the player's home tile.



Piggery. A player places a worker on this tile and then takes a pig plus the number of wheat tiles as indicated, if available. A pig generated in a player's own village must be placed in an available field on this tile. A pig generated in another player's village or from a tile being bid for must be placed on the player's home tile. The wheat tile(s) are placed behind the player's screen.



Ranch. A player places a worker on this tile and then takes a cow plus the number of wheat tiles as indicated, if available. A cow generated in a player's own village must be placed in an available field on this tile. A cow generated in another player's village or from a tile being bid for must be placed on the player's home tile. The wheat tile(s) are placed behind the player's screen.



Sheep shelter. Each sheep in this field may be allocated to the sheep shelter. Each allocated sheep scores the indicated number of points at the end of the game. Note the sheep shelter tile does not have any roads and the field with the sheep shelter will usually extend across several tiles.

Winter Tiles

Note that winter tiles are all potentially useful for surrounding the turn order tiles, which score one point for each adjacent tile, and for connecting additional tiles to the **hillside**. However when placing winter tiles be careful not to inadvertently connect two fields with the same type of animal in, as it is the number of different fields with one or more animals in that score points, not the number of animals.



Bakery. The owner gets 4 points for each set of one resource, one wheat tile and one skill tile.



Dairy. The owner gets 7 points (instead of 3) for each field in their village that has one or more cows in it.



Granary. The owner gets 3 points for every pair of wheat tiles that the player possesses. A single wheat tile does not score any points.



Hillside. For every tile that the field on the hillside tile extends to the owner gets 1 point.



In the example the **hillside** *field extends to six additional tiles (numbered 2 to 7).*

Hint, clever placing of your winter tiles can increase the number of tiles connected to the **hillside** (but be careful not to connect tiles with the same type of animal in it, as this will reduce the points scored for the number of fields with that animal in).



Truffle orchard. The owner gets 5 points (instead of 2) for each field in their village that has one or more pigs in it.



Weaver. The owner gets 3 points (instead of 1) for each field in their village that has one or more sheep in it.

Variants

A. The **Farmers' variant**. In spring, summer and autumn, play with all four village tiles from *Keyflower - the Farmers* plus a number of tiles from *Keyflower* to make up the required number of tiles for each season.

Similarly, when distributing the winter tiles, create a selection of winter tiles by taking the six winter village tiles from *Keyflower - the Farmers*, adding a number of tiles from *Keyflower* to make up the required number of tiles, and then distribute them as normal.

B. The **Gamers' variant**. Workers a player receives at the beginning of the game are placed behind the player screen as usual, as are any workers taken from the bag, for example after activating the **alehouse**, **brewer**, **inn** or **tavern**. Any other workers: namely those obtained from boats, losing bids, the player's own village at the end of a season or any green workers (not drawn from the bag) are placed in front of the player's screen. Skill tiles and wheat tiles are also kept in front of the player's screen. Skill tiles may be kept face down if they are received face down. This will result in a much more intense and challenging game and should only be adopted if all the players agree.

C. The **Mixed Ability variant**. If players are of mixed ability, then the less able or experienced players can be helped by giving them a green worker at the start of the game in addition to the usual eight workers.



Acknowledgements

Game design by **Sebastian Bleasdale** and **Richard Breese**.
Artwork by **Juliet Breese** and **Jo Breese**.
Graphics and realisation by **Richard Breese**.
French and German rules layout by **Jasmin Borowski**.
French translation by **Gigamic**.
German translation by **Ferdinand Köther**.

The designers would like to thank the following for play testing the game: Peter An, Jonathan Badger, John Borders, Tony Boydell (who also conceived the name 'Keyflower'), Jenny Bradbury, David Brain, Jonathan Breese, Mark Breese, Stuart Breese, Mark Chessher, Heidi Cowderoy, Andy Dalglish, Rommel Dijon, Colin Dimock, Peter Duckworth, Caroline Elliott, Andreas Frank, Stephanie Gill, Bob Gingell, Simon Goodwin, Paul Grogan, Stephan Haddad, Alex Haley, Andrew Harding, Aaron J Harris, Richard Harris, Mikko Heikelä, Ben Horgson, Seth Jaffee, Craig Jones, Keith (at Strategicon), Robert Lacopino, Claude Lecesne, Fraser Lott, Russell Mattin, Alan Paull, Charlie Paull, Matthew Reid, Tony Ross, Bruce Schlickbernd, Jennifer Schlickbernd, Rob Scovell, Mike Siggins, Graham Staplehurst, Hattie Throssell, Heather Throssell, Ian Throssell, Ian Vincent, Andy Williams, Ian Wilson, Keith Winch, Dan Wiseman, Matthew Woodcraft and Ta-Te Wu.

Special thanks to Hans im Glück who kindly gave their permission to use their *Carcassonne* workers (also known as 'meeples' or 'keyples') and pigs and also to Lookout Games who kindly gave their permission to use their *Agricola* cows and sheep.

Published in October 2013 by:

R&D Games,
6 Denne Close,
Stratford upon Avon,
Warwickshire,
CV37 6XL,
United Kingdom
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Co-publishers:

Game Salute LLC,
10 Tinker Avenue,
Londonderry,
NH 03053,
USA
www.GameSalute.com

Hutter Trade GmbH + Co KG,
Bgm.-Landmann-Platz 1-5,
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