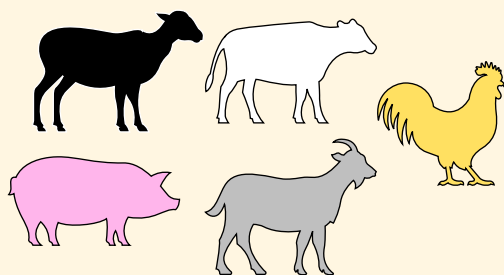


RANCHERS

BY ALEXANDROS KAPIDAKIS

Components

– 35 Animals (x7 each)

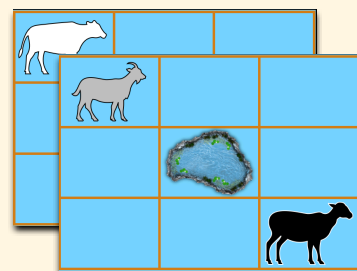


– 1 Pouch

– 35 Objectives



– 4 Ranches (double-sided)



Building a ranch is a hard job, but you are more than happy to do it! Spending your time with amazing animals, out in the open fields is as noble a profession as it gets. You always wondered who is better, though, so how about a friendly competition to determine the best rancher among us? Gather Animals, take the most beneficial Objectives and prove your worth!

Setup

1. Shuffle the Objectives into a face up deck and place it in the middle of the table. Reveal two cards besides it.
2. Place all the Animals into the pouch. Draw and place an Animal underneath each Objective. Important: In a 2-player game remove 3 Animals of each type and in a 3-player game remove 1 Animal of each type, before placing them into the pouch.
3. Give to each player a Ranch. Choose your preferred side.
4. The player who last visited a ranch will begin the game.

Turn order

The game isn't broken down in rounds. Instead, you will keep taking turns until all players have filled their Ranch with cute wooden Animals!

During your turn, choose and take an Objective and the Animal underneath it. Immediately place that Animal on an empty space of your Ranch. You cannot place more than one Animal on the same space and you cannot place an Animal on the center space (the Pond). Keep your Objectives face up and beside your Ranch.

Then, refill the empty spots by drawing an Objective from the deck and an Animal from the pouch.

Lastly, pass the pouch to the player to your left who will now take their turn.

Important: Each Ranch has two special spaces, with Animals printed on them. If you place a matching Animal on such a space you may exchange an Objective you have with an available from the middle or an Animal from your Ranch with an available from the middle. Refill the empty spots in the middle, and then make the exchange.

Game end

When all Ranches have been filled the game will end. Each player will have taken 8 Animals and 8 Objectives. Simultaneously and in secret score each Objective independently. Reveal your scores, and the Ranch with the highest total wins! In case of a tie, the player with the most different Animals on their Ranch wins. In case of a further tie, play again!

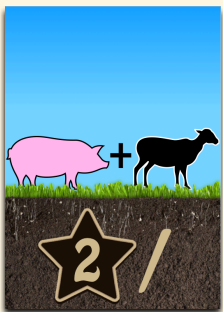
Objectives



Get 4 points if Cows, are the most common Animal in your Ranch. In case of a tie, get 2 points instead.



Get 3 points if you have at least one Goat orthogonally adjacent to a Sheep.



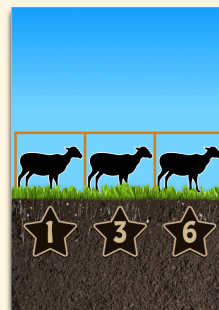
Get 2 points for every pair of Sheep and Pig you have, anywhere on your Ranch.



Get 2 points for every Chicken that isn't orthogonally adjacent to a Cow.



Get 5 points if you have, anywhere on your Ranch, two Goats, one Pig and one Chicken.



Get points if you have 1/2/3 adjacent Sheep, either in a row, in a column or in a corner.

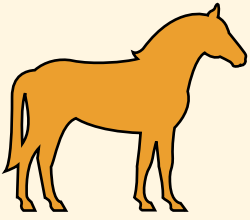


Get 3 points if you have exactly two Goats.

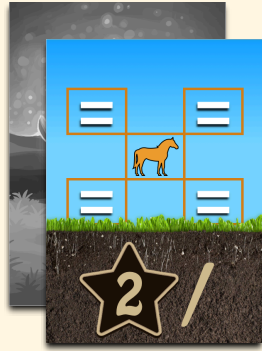
Extra modules

Horses

— 5 Horses



— 1 Objective



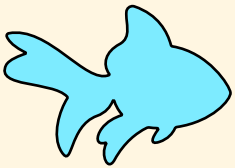
Setup: Place in the pouch 1 Horse per player. Keep the Objective face up and in the middle of the table.

Horse: Horses represent any one other Animal and they can only be placed on the centre spot of your Ranch (the Pond). You can have at most one Horse. When you take a Horse you must discard the Objective you have taken with it, or the Horse itself. Horses cannot be exchanged.

Objective: Available to all players. Define what Animal your Horse represents, and get 2 points for every such Animal that exists in the four corners of your Ranch.

Fish

— 6 Fish



— 1 Objective



Setup: Place the Objective face up and in the middle of the table. Next to it, place 1 Fish per player, plus one.

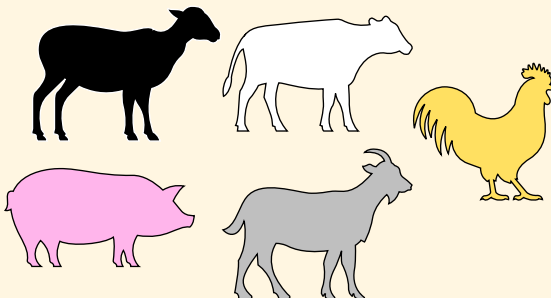
Fish: During your turn, you can "sell" either the Animal or the Objective you just took in order to take one Fish. Fish can only be placed in the Pond (center space), and you can place multiple Fish in your Pond. Return the sold Animal to the pouch, or keep the sold Objective face down.

Objective: Available to all players. Get points according to the amount of Fish you have in your Pond. Fish cannot be exchanged.

Game End: The game ends normally, after 8 rounds (keep track with the Objectives).

Grants

— 5 Animals (x1 each)



— 3 Objectives



Setup: Place all 5 Grant Animals in the middle of the table. Make a face up pile with the three Objectives, in descending order, and place them in the middle of the table. In a 2 player game, removes the "3 points" Objective.

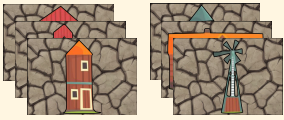
Grant Animals: Once per game you can take an available Grant Animal from the middle and place it on your center spot (the Pond). Grant Animals cannot be exchanged.

Objective: When you have at least one Animal of each type immediately take the first available Objective from the middle, if any.

Buildings

— 6 Objectives

— 6 Buildings



Setup: At the beginning of the game, choose any one Building. Choose in counterclockwise order, starting from the last player in turn order. Place the corresponding Building on the centre spot of your Ranch (the Pond) and keep its Objective.

Objectives: Each Building give you a special scoring or ability. These cannot be exchanged.



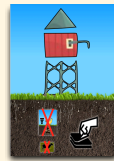
Score based on how many Animals of different type are orthogonally adjacent to this Building.



Score based on how many Animals of the same type are orthogonally adjacent to this Building.



Score per matched printed Animal on your Ranch.



Once per turn, you may discard a pair of Animal-Objective from the middle and draw a new one. Discarded Animals-Objectives are shuffled into their decks.



Consider this Building as a wild Animal. Define at the end of the game which Animal it is.



Reserve a pair of Animal-Objective, even on an opponent's turn. You still need to spend a turn to get them. Two uses. 1st time: turn the Building upside down, 2nd time: remove it.

Dogs/Cats

— 1 Objective

— 9 Dogs/Cats



Setup: Place the Objective face up and in the middle of the table. Next to it, place all the Dogs/Cats.

Dogs/Cats: Every time you take an Animal that you already had in your Ranch, also take a Dog/Cat, if available. Set it on your preferred side and place it on the centre spot of your Ranch (the Pond). You can place multiple Dogs/Cats in your Pond, but they cannot be exchanged or flipped.

Objective: Gain points if you have more Dogs than your opponents. Do the same for the Cats.