

THE GOOD FARMER

Number of Players: 3 – 4
Playing Time: 30–45 min
Age: 14+

STORY

"I believe in Beans," said a local bean farmer.

I'm the head of the local bean farmers' association. This visitor seems to be having some trouble. I say so, because today is my daughter's wedding. According to a long-standing tradition, the head of the association must honor any requests made of him.

"I'll take care of this request as a wedding gift for my daughter, but someday I might ask you for a favor in return."

I've amassed a vast fortune harvesting and trading beans, and I'll continue to do so to protect my "family" and friends.

And I'll offer them conditions they can't refuse...



Components

36 play cards

Blue, Yellow, Green: 8 cards each
Black: 12 cards



Front



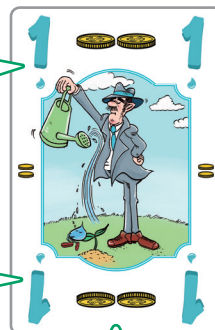
Back

Card Description

Suit icon: This indicates one of the 4 suits.

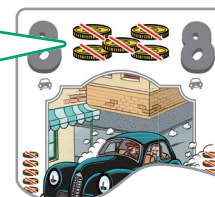


Rank: This indicates the rank (value) of each card. There is one card for each rank, from "1" to "8", for each suit.



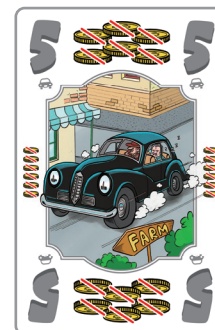
Plus icons: Each blue, yellow, and green card has between 0 and 4 Plus icons. Each Plus icon is worth 1 pt. Cards of the same rank have the same number of score icons.

Minus icon: Each Black card features 2 to 6 Minus icons, according to its rank. Each Minus icon counts as -1 pt.



Special card: Black 5

There are five Black 5 cards. Each card incurs -6 pt, the highest penalty in the game.



4 Rest cards

Rest cards have a rank of 0 and no suit.



Front



Back

1 Trump track board



1 Black Car token



1 Family token



Have the items you need to keep track of the scores ready, such as a pen, paper, or chips. These items are not included.

Overview

The Good Farmer is a trick-taking game¹⁾. Play 3 rounds with 3 players or 4 rounds with 4 players, and compete with the total score.

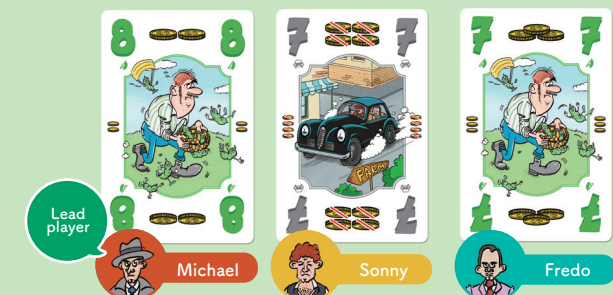
1) Trick-taking: This is a general term for a popular type of card game in my home country. In a typical trick-taking game, players take turns playing one card at a time. Players then compare the strength of their cards, and the winner takes all the cards played as a trick. This process is repeated until all the cards are played, which is called a round. This game follows that structure.



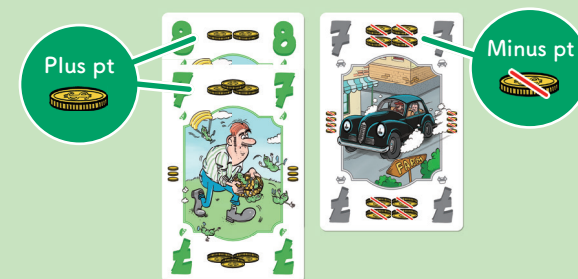
Players familiar with trick-taking games often use genre-specific terminology to explain the rules. Some trick-taking terms are underlined to help explain the rules. If you enjoy playing this game, knowing these terms will likely come in handy when playing other trick-taking games.



Starting with the lead player²⁾, players take turns playing cards according to the Must Follow rule³⁾ in each trick. Once everyone has played their cards, the winner is determined. The winner gets all the played cards. The money on the acquired cards counts as points. However, Family cards subtract money and result in negative points.



Winner!



2) Lead player: This player plays the first card in each trick.

3) Must Follow: Other players must play a card that matches the lead player's card whenever possible. Generally, players must play a card of the same suit⁴⁾ as the lead player. However, in this game, players must play a card of the same suit or rank⁵⁾.

4) Suit: The color of each card.

5) Rank: The numerical value on each card.



Playing a trump card⁶⁾ will likely earn you the trick. At the start of the round, as many as 28 out of 40 cards are trumps. Then, the strength of the cards fluctuates throughout the round and cards that were once trumps cease to be trumps.

6) Trump: Trumps are cards that are stronger than other cards when determining the winner. Typically, a card's suit (color) determines if it is a trump, but in this game, a card's rank determines if it is a trump.



Players who win in a conspicuous way will attract the attention of the "Family" and receive the Family token. This token moves from player to player. The player who holds it at the end of the round receives a lot of negative points.

Game Setup

Complete the following Steps 1 and 2 before starting the game.

- 1. Rest Card Setup
Use Rest cards equal to the number of players. For a 3-player game, return the remaining Rest card to the box.
- 2. Trump Track Setup
Place the Trump Track board in the center of the table. Place the Family token in the upper-right corner of the board (New York) and place the Black Car token on space "6" of the board.

The position of the Black Car on the track indicates "the strongest trump card at present." This changes when the conditions for the Black Car to move are met. I'll explain this in more detail when we determine the winner of the trick.



Round Flow

On each round, perform the following 4 phases in order.

- 1. Deal and exchange hands
- 2. Trade (trick-taking)
- 3. Scoring
- 4. Next Round Setup

1 Deal and Exchange Hands

At the start of each round, perform Steps 1 through 3 below.

- 1 Deal the cards
- 2 Determine the initial lead player
- 3 Pass 2 cards to the counter-clockwise neighboring player

- 1 Deal the cards
Shuffle the 36 play cards face down and deal the following number of cards to each player:
3-player game: 11 cards (3 cards remaining)
4-player game: 8 cards (4 cards remaining)

The remaining cards will not be used in this round, so set them aside. Do not look at what is on them. Each player holds their hand of cards, concealing them from the other players.

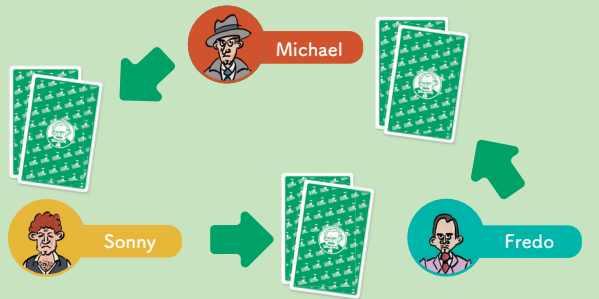
Then, deal 1 Rest card to each player. Each player adds the card to their hand.



- 2 Determine the Initial Lead Player
Determine the initial lead player for this round.

In the first round, this role goes to the player who most recently attended their daughter's wedding. Otherwise, determine who will take this role however you like. In the second and subsequent rounds, the player seated to the left of the initial lead player from the previous round becomes the initial lead player. If remembering who the initial lead player was proves difficult, the player who becomes the initial lead player takes the game box and keep it within reach.

- 3 Pass 2 cards to the Counter-Clockwise Neighboring Player
Each player picks 2 cards from their hand and passes them to the player to their right. Once you have chosen the 2 cards to pass, place them face down in front of the player to your right.



Once everyone has finished placing their cards, add the cards that were placed face down in front of you to your hand. This concludes the process of dealing and exchanging cards.

2 Trade (Trick-Taking)

Continue playing tricks until you have used up all the cards in your hand. Repeat the following four steps (1 to 4) in each trick.

- 1 Lead player's card play
- 2 Other players' card plays
- 3 Determine the winner and card acquisition
- 4 Change the card strengths and move the Family token

- 1 Lead Player's Card Play
The lead player picks a card from their hand and plays it. This card is the "lead card" for this trick.

The term "lead card" is not typically used in standard trick-taking games. However, since this game's gameplay from step 2 onward is unique, we use this term for clarity.



- 2 Other players' card plays
After the lead card is played, the other players take turns playing one card from their hand at a time, starting with the player to the left of the lead player and proceeding clockwise. If you have any cards in your hand that are the same suit or rank as the lead card, you must pick and play one of those cards. If you have cards of both the same suit and the same rank, you may choose which one to play.

You may choose any card to play if none of the cards in your hand match the lead card in suit or rank.

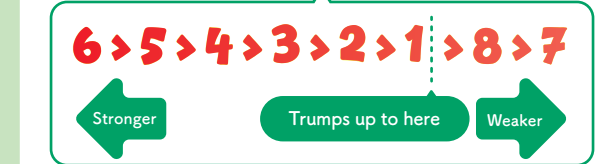


- 3 Determine the Winner and Card Acquisition
After each player has played a card, determine the winner of the trick. Compare the strength of the cards played by all players based on the Trump track. The player who played the card with the strongest rank wins. You win even if you did not follow the lead card, as long as you played the card with the strongest rank!

Card Strengths and Trump Track

The higher the card's rank, the stronger it is. Meanwhile, trump cards are always stronger than non-trump cards. Among cards of the same rank, those played earlier are stronger.

The position of the Car token on the track indicates which cards are trumps. All cards with a rank equal to or lower than the number on the space where the car token is positioned are trumps. At the start of the round, the Car token is on space 6, meaning all cards with a rank of 6 or lower are trump cards (the only non-trump cards are 7 and 8!). The card strengths at this point are shown below. When the Car is on the track, the numbers are arranged in order of strength, starting from the space where the car is located and proceeding counterclockwise.



Rest Card

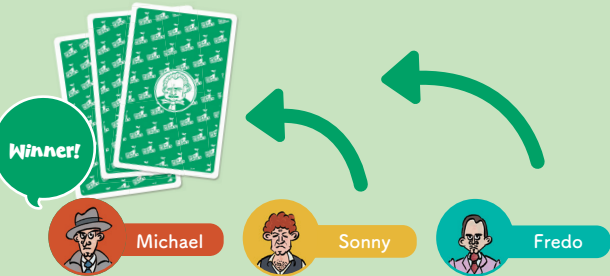
The Rest card is always the weakest. It can never be a trump card.

Since it has no suit, you can always play it, even if you have a card in your hand that can follow suit. The Rest card is useful to play when you do not want to win the trick.



If only Rest cards have been played when it is your turn, you may play any card (including a Rest card) from your hand. (The first non-Rest card played becomes the lead.)
If everyone plays a Rest card, the player who played the first Rest card (i.e., the lead player) wins the trick.

The winner collects all the cards played for that trick and keeps them face down in front of them. If they still have cards in their hand, they lead the next trick.



4 Change the card strengths and move the Family token

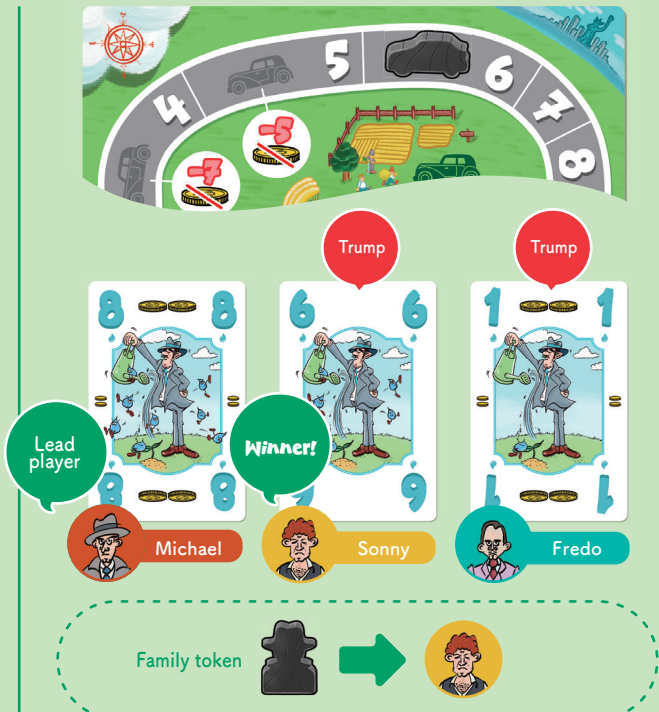
Check if the card played by the winner corresponds to a, b, or c below. Then, adjust the card strengths and move the Family token as necessary.

The winner played a:	Strength change (car move)	Family token move
a) trump (presently the strongest one)	No	Yes
b) trump (presently not the strongest one)	Yes	Yes
c) non-trump	No	No

a) The winner played a trump (presently the strongest one)

The winner immediately receives the Family token. If no one has the Family token, the winner takes it from the center of the table. If someone already has it, the winner takes it from that player. If the winner already has the Family token, it stays with them.

Play the next trick without changing the card strengths.

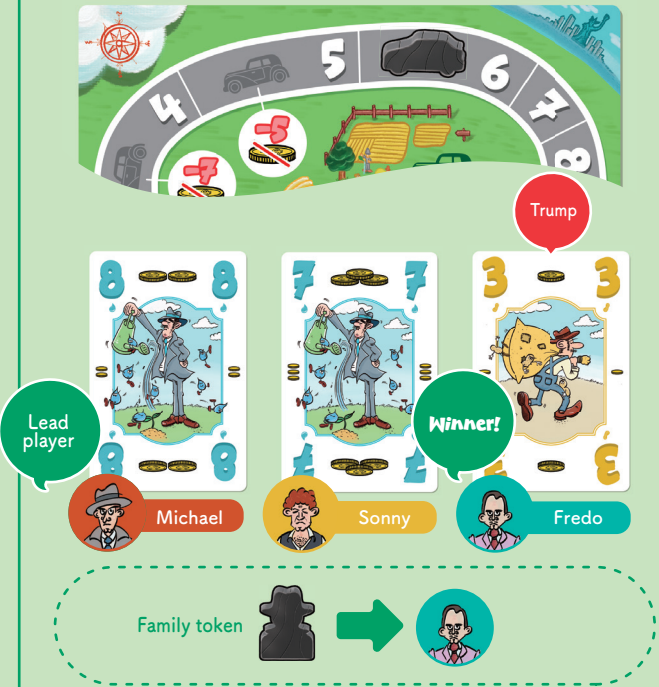


b) The winner played a trump (presently not the strongest one)

The winner immediately receives the Family token, just as in a).

Next, adjust the card strengths. Move the Black Car on the Trump track counterclockwise to the space with the number matching the rank of the card just played.

As the car moves, the strongest trump changes, causing cards of previously stronger ranks to become weaker. For example, if the winning card is a 3 (trump), the car moves to space 3, and the card strengths change as follows.



Special case: Winning the trick with a "1" trump card

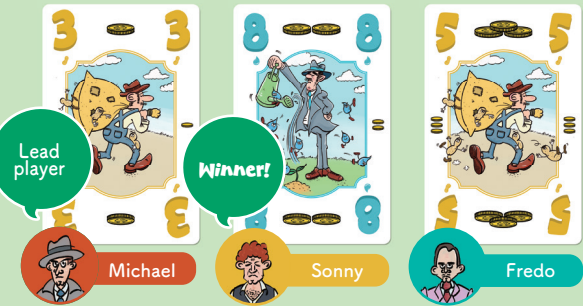
There is no space 1 on the Trump track. If you win the trick with a "1" trump card, the Car token passes through space 1 and moves to the farm on the track as an exception. Then, all cards cease to be trump cards, and the card strengths become as follows. Therefore, a "1" card can only win as a trump card once per round.



Once there are no more trump cards left (to win by playing a trump), the Family token will no longer move in this round. This means that the owner of the Family token for this round has been determined.

c) The winner played a non-trump card

The winner **does not receive** the Family token. And play the next trick without changing the order of strengths.



Trick-Taking Example

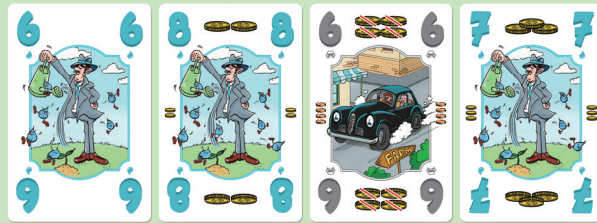
Four players are Vito, Sonny, Fredo, and Michael. Vito is the initial lead player (because he recently attended his daughter's wedding).



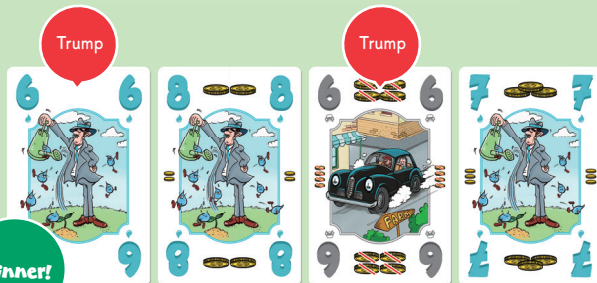
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1st Trick:

Vito plays Blue 6 as the lead card (leads with Blue 6). Next, Sonny plays Blue 8 (same suit), and Fredo plays Black 6 (same rank). Michael's hand is as shown. He picks and plays Blue 7 (same suit) from his hand.



Of the cards played by the four players, Blue 6 and Black 6 are trumps. In the case of cards of the same rank, the player who played first wins. Therefore, Vito, who played Blue 6, wins. He receives the Family token and takes the four cards. Next, they check to see if the trumps change. Since Vito, the winner, played the strongest trump card, which matched the current location of the Black Car token, the trumps do not change.

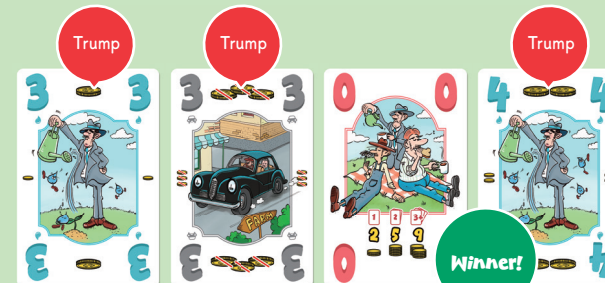


2nd Trick:

Vito is also the lead player for the second trick. He leads with Blue 3. Sonny then plays Black 3, Fredo plays a Rest card, and Michael plays Blue 4.

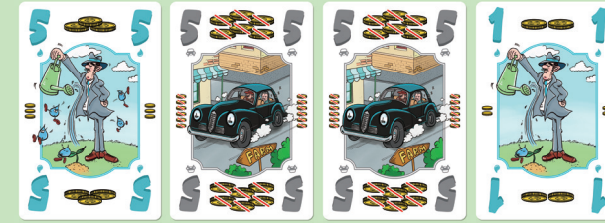


Among the trumps (up to the rank of 6) played, Blue 4 is the strongest card. Michael, who played this card, is the winner. He receives the Family token from Vito. Since Blue 4 is not the strongest trump (it is trump 6), the trumps change. The Black Car moves to space 4, matching the rank of the card Michael played. Now, 4 is the strongest trump (and 5 and 6 are no longer trumps).



3rd Trick:

Michael, the lead player for this trick, leads with Blue 5. Next, Vito plays Black 5, Sonny also plays Black 5, and Fredo plays Blue 1.

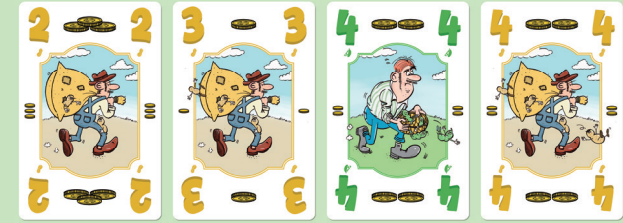


The only trump card (up to the rank of 4) is the Blue 1. Fred, who played this card, wins and receives the Family token from Michael. Since Blue 1 is not the strongest (rank of 4), the trumps change. The Black Car only moves to the Farm space when a player wins with a Trump 1. Due to the change in trumps, there are no more trumps left for this round. The Family token will no longer be exchanged.

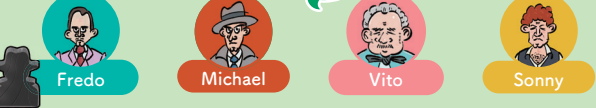


4th Trick:

Fredo, the lead player, leads with Yellow 2. Then, Michael plays Yellow 3. Since he does not have Yellow or 2, Vito plays Green 4. Finally, Sonny plays Yellow 4.



Since there are no more trump cards, the ranks of the cards played by all players are compared. Green 4 and Yellow 4 are the two highest-ranking cards. Since Green 4 was **played earlier**, Vito wins. Cards that do not follow the lead card also count.



End the round when everyone has run out of cards in their hands and proceed to scoring. Players earn plus and minus points based on the following three factors.

- ① Acquired play cards
- ② Acquired Rest cards
- ③ Family token in hand

① Acquired play cards

You earn points for each play card you acquire, as indicated on the card. Cards other than Black cards earn you plus points, while Black cards earn you minus points.



② Acquired Rest cards

Count the number of Rest cards you have acquired to earn points.

- 1 card: 2 pt
- 2 cards: 5 pt
- 3 or more cards: 9 pt



③ Family token in hand

At the end of the round, the player with the Family token must receive minus points. The number of minus points varies depending on the space the Car token is located at the end of the round.

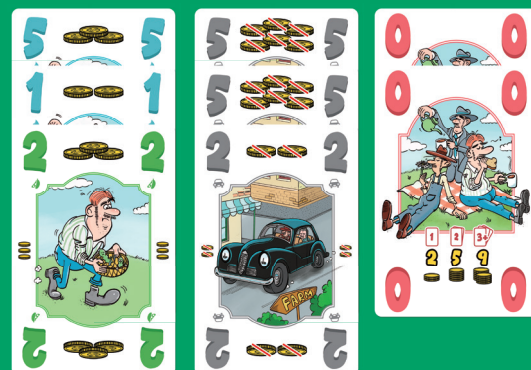


5	4	3	2	Farm
-5 pt	-7 pt	-8 pt	-10 pt	-13 pt

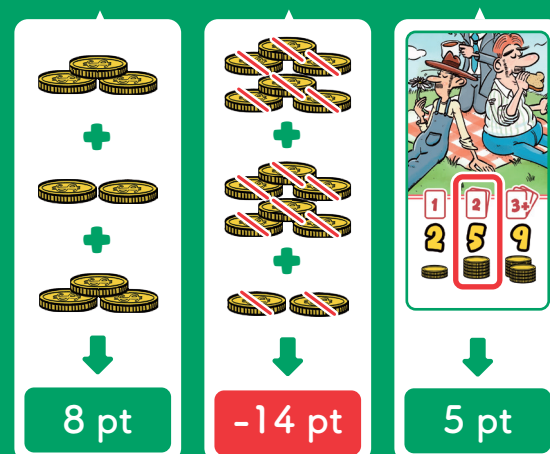
Each player records their score (plus or minus points) for this round.

Example of Score Calculation

At the end of the round, Fredo has the following cards.



He earns 8 pt and -14 pt from play cards, and 5 pt from 2 Rest cards.



He also has the Family token. Since the Black car is on the Farm space, he loses 13 pt. In total, Fredo loses 14 pt this round.



$$8 - 14 + 5 - 13 = -14$$

Total
-14

If the specified number of rounds has not yet been completed (3 rounds for 3 players or 4 rounds for 4 players), prepare for the next round.

① Reset the trumps

Return the Family token to the top-right corner of the board. Then, return the Black Car token to space 6 on the board.

② Reset play cards and Rest cards

Collect all play cards (including any play cards set aside during this round). Keep the Rest cards separate from the play cards when doing this.

End of the Game

The game ends once the specified number of rounds has been completed. The player with the highest total score wins. If all players have a score below 0, the player with the fewest minus points wins.

In case of a tie, if the tied players include the one who **had** the "③ Family token in hand" during the final round's scoring, that player wins.

If there is still a tie, the youngest tied player wins. Older players yield the victory to younger ones, and the title is passed down.

Introductory Variant: Round 0

In this game, making just one wrong choice can put you at a significant disadvantage. Until you are familiar with the game's unique rules, you may mistakenly select options that you should avoid due to misunderstandings or oversights. Therefore, if there is even one first-time player, we recommend introducing "Round 0."

Round 0 proceeds in the same way as a regular round, following Steps 1 through 4 in order. The initial lead player is determined in the same way as in Round 1, but the plus and minus points earned in "3. Scoring" are not recorded and do not count toward the game's outcome.

Tips

The next page provides tips for playing the game and is intended for the following types of players:

- Those who find it difficult to develop a strategy after trying the game
- Those who have not played yet and have difficulty explaining the rules to others

Important: These tips may contain spoilers for those who want to figure out the gameplay guidelines on their own. Therefore, we recommend not reading them before playing.

Credits

Game Design:

Kentaro Yazawa (HOY GAMES)

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Rule Writing

Makoto Nishida

X: @bozontheboard

English Translation

Saigo

X: @saigo012

Games that inspired this one:

The Bottle Imp (by Günter Cornett)

Black Spy (by Alan R. Moon)



Cast



Nuts Trinavelli

Nuts is the head of the bean farmers' association and is deeply respected by many people.

Natto

He was Nuts' personal driver. One day, he took time off due to a sudden illness, and no one has seen him since.



Misorini

This salesman of high-quality water relies on Nuts, who has many connections.

Endori

He works at a bakery. He makes peanut butter from the harvested peanuts, and it seems to be very well-received at the shop.



Mamenza

He is a stout man. He enjoys tending to bean plants, and his favorite treat is the fried Italian pastry cannoli.

Q

I don't know what strategy to use when playing this game.

In this game, it is important not to lose too many points at once. Additionally, aim to win tricks that earn points, such as tricks in which losses caused by Black cards are minimal.

Keep in mind that a large penalty mainly occurs in the following two patterns.

① **Being obliged to win a trick by playing Trump 1 and ending up receiving the family token**
(This results in a penalty of -13 pt for this round.)

② **Winning a trick with multiple Black 5s played by other players**



Q

In "③ Pass 2 cards to the counter-clockwise neighboring player" in "Deal and Exchange Hands", I'm unsure which cards to give.

Players who are blessed with a good initial hand will likely be able to minimize their point losses. Even if you are not one of them, you can still avoid losing points by exchanging hands. During exchanges, it is generally recommended that you give cards that could result in significant point loss if played by you.

If you have any Rank 1 card in your hand, especially multiple 1s, then Pattern ① (winning with a Trump 1) is likely to occur. If you do not have any other particular cards to pass, it is probably best to pass Rank 1 cards. If you have a low-rank card (such as a "2" or "3") of the same color as the "1," it may be better to pass the "2" or "3" than the "1." If the player to your right plays the "2" or "3" as a trump, you may be able to play the "1" in the same trick and lose.

If you have a Black 6, you risk Pattern ② (winning a trick with multiple Black 5s played by other players). Leading with the Black 6 gives other players the opportunity to play Black 5s. Unless the highest-ranking trump card is a 5, you will likely win the trick.

If you have two or fewer cards of a single color in your hand, you may want to consider passing all the cards of that color. This is because, if that color becomes the lead, you can play any card you like without having to follow the color. If you can follow with a card of the same rank, you must do so. However, you will not win the trick due to playing the card later, even in such a case.



Q

I don't know how to choose the lead card.

Deciding on a lead card can be difficult. If played carelessly, it can result in a significant penalty, as mentioned at the beginning of the tips.

In particular, avoid the lead cards used in the following examples.

→ **Trump 1s**

⇒ This makes you prone to lose points by the Family token.

→ **5s (including non-Black ones)**

→ **Strong Black cards**

⇒ You are likely to be forced to take multiple Black 5s.

On the other hand, here are some examples that we recommend using early in the game.

→ **7s and 8s (non-trump ranks)**

⇒ Use them to have other players win the trick.

→ **6s of any color other than Black (the strongest trump)**

⇒ Aim to win tricks without Black cards and score points.



As you get used to the game, pay attention to how the strength and risk of cards change during a round. Since players who cannot follow suit are more likely to force Black 5s onto you, choose your lead card based on whether it is easy for others to follow suit.

For example, if you have many Blue cards (about 4 cards) and also have cards of the same rank in different suits (such as Blue 3 and Yellow 3), leading with the Blue 3 will likely make it difficult for other players to follow since you have many cards in your hand that can follow it. Alternatively, if you remember which suits have already been played frequently, you know that leading with one of those suits will likely make it harder for others to follow.

There are other criteria, too, but there is not enough space to list them all. We hope you will use the tips provided so far to figure out the rest on your own!



Q

It's hard when I keep being the lead player.

In this game, the player who plays earlier wins when cards of the same rank are played, so it is not easy to relinquish the position of lead player. When it seems unlikely to lose even if you play a low-ranking card, try playing a Rest card.

Of course, if everyone else also plays a Rest card, the lead player who played the first Rest card wins and becomes the lead player for the next trick. In this case, shift your mindset and consider that you have collected Rest cards from everyone and earned a high score (9 pt if collected from everyone).



Q

When I have a Rank 1 card, I tend to think that there's nothing I can do.

Even if you swap cards so that you pass your Rank 1 card to someone else, the player to your left might still pass their Rank 1 card to you.

If you have a Rank 1 card, look for the following two opportunities:

→ When another player leads, you can play a 1 to lose.

→ Wait for someone else to play a 1 first, so that it is no longer a trump card.

However, both of these require that you are not the lead player.

If you must play a trump 1 due to the Must Follow rule, it is a good idea to play a Rest card instead, if you have one, to avoid doing so. The Rest card can be said to be designed for this purpose.



For everyone
who loves trick-taking games

THE GOOD FARMER

