

Crazy Farmers and the Clôtures Électriques.

How to win

The player with the largest field at the end of the game wins. To gain more field, your tractor pulls electric fences to annex new plots by surrounding them. You can also cut your opponents' fences or take (back) plots from them to prevent them from winning! The game ends as soon as one of the players has put down all his/her plots.

Moves

You can make 3 basic moves during your turn, from crossing to crossing, along the paths.

Fences. As you move, you pull fences along paths. The paths between or around your plots already belong to you; there is no need to pull any fences there.

Acceleration. If you have 4 or more fences down at the beginning of your turn, your tractor is boosted up! You get 4 moves during this turn.

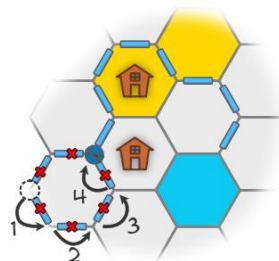
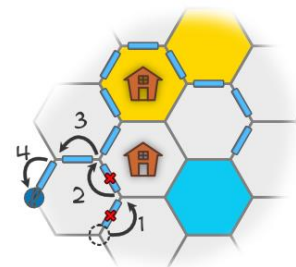
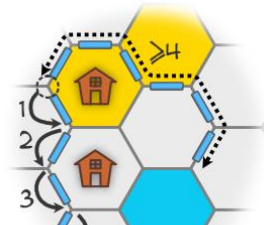
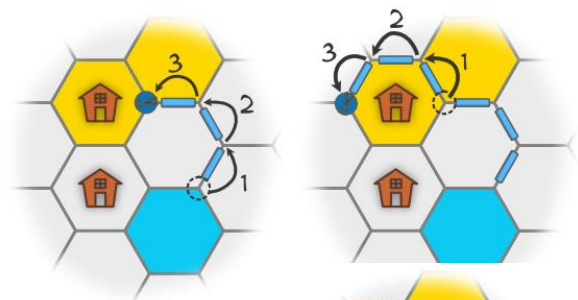
Maximum Speed. You can go faster by using **Nitros** (see Bonus). However, your tractor is limited to a maximum of 5 moves per turn. What did you expect? This ain't a Formula One race...

Obligation. You must use all your moves at every turn (always applying the maximum 5 moves rule).

Reverse. You can take a path from where you came in the opposite direction. Doing so will remove the fence placed on it.

Loop. If you create a loop with your fences, the loop is removed.

Continuity. Electricity always takes the shortest way. Your fence should be a single, unbroken, loop-free line between your field and your tractor. If you don't have enough fences you need to Reverse.



Annexing plots

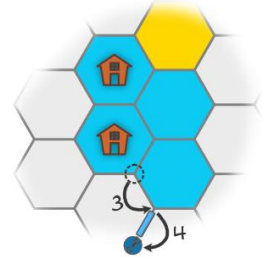
When your tractor returns to the edge of your field while pulling a fence, you annex the plot(s) surrounded by your fences and your field. Mark your new plot(s) with your colored plot tile(s). If some

of the plots annexed belonged to an opponent, hand him/her back his plot tiles. Remove the fences that are no longer needed at the edge of your new expanded field.

Last plot. The game ends immediately when placing your last plot (see End of the Game). If you do not have enough plot tiles to place on your plots, place the ones that are available only and leave the remaining ones empty.

Barns. You've just annexed a plot with a barn? Surprise! It's not empty! Draw a bonus card. The Barn was placed on an opponent's plot? It's overflowing, draw two cards! Play them immediately or keep them for later (see [Bonus](#)).

After Annexing. Annexing occurs as soon as you touch the edge of your field. You can play your Bonus(es) immediately, even before finishing your moves, including your Acceleration if you have one.



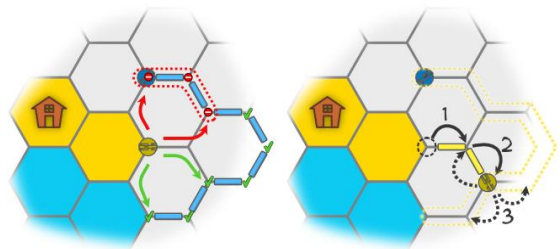
Elimination. If an opponent has annexed a player's last plot, he/she is eliminated. Remove his/her tractor and fences from the board.

Fallow Land If your field ends up divided into several parts, don't panic, read [Fallow Land](#)!

Cutting fences

Fences are a strength, but also a weakness because they can be cut-off. So go on and bother your opponents, 'cause they won't hesitate!

Cut. By entering a crossroad where an opponent's fence passes through, including the starting point, you cut it off. Same thing if you annex the plot where the fence starts. Electricity is no longer flowing, the fence is lost, remove it entirely.



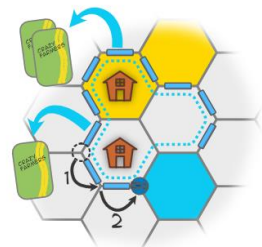
Protection. At all times, the two fences behind your tractor are protected. In other words, opponents cannot cut or go over your tractor or the two crossroads where these fences go through: you are therefore totally protected with the 1 or 2 fences behind your tractor.

Powerless. When outside of your field and without fences, you are Powerless. You cannot pull any fences when moving and your moves are limited to a maximum of 3. You can no longer cut your opponents' fences but can however pass through them when not protected by their tractor.

Powered-up. Once back to the edge of your field, you will be Powered-up again, and back to being able to pull new fences and cut opponents' fences.

Bonus

You can collect bonus cards by annexing barns. You can play as many bonus cards as you wish during your turn, at the beginning, between moves or at the end, but never during an opponent's turn. The description of the bonuses is also available on the player aids.



End of the game

The game ends as soon as a player has placed all his/her plots on the board or if all other players are Eliminated. The player who has the most plots in his main field wins the game. In the event of a tie, the player who has placed the most plots in total wins.

Bonus descriptions

Discard. Once played, cards are discarded face down next to the draw pile. Whenever the draw pile depleats, shuffle the discarded cards and use as a new draw pile.

Nitro +1/+2. Gives the player one or two extra moves during his turn. (Reminder: max. 5 moves per turn)

Sabotage -2. Give this card to an opponent ; he/she will have two fewer moves during his next turn.

1/2 Hay Bale(s). Place 1 or 2 Hay Bale(s) on any path(s). Hay bales block the path for all players until blasted out with dynamite. You cannot place a Hay Bale on a fence in progress or on the edge of the board. It is forbidden to lock in an opponent.

Dynamite. Remove 1 Hay Bale of your choice.

Power Blast. Protects the entire length of the fence, even the starting point until your next turn. Other tractors cannot go through or cut your fence.

Watchdog. Protects the player's plots and barns from being annexed until his/her next turn. Annexations by opponents leave the plots and barns of the protected player in place.

Helicopter. Moves the tractor from one point to another in the field. The point of departure and arrival must be in the field or at the edge. Once moved, the player cannot cut any more fences until the end of the turn: crop protection agents + electricity ... It could explode!

Bribe. It wasn't clear on the plan... slipping a small bill should do the trick. The player chooses a plot of an opponent's field that has a common edge with his field... now it belongs to him, he replaces it with a plot of his color! Careful, it needs to be discreet. You cannot take a plot of land from which a fence starts, it would cut it off, hence a bit conspicuous... You cannot take a barn either, hard to hide... You cannot place your last plot using this bonus, it would be a bit much!

Fallow Land

Your field has been cut into pieces?! It's not the end of the world, you have a fallow land.

Main field. The part of the field you are in or connected to with your fence(s) then becomes your main field. The usual rules apply.

Fallow Lands. The remaining parts of your field are fallow.

Fences. Place fences on the outskirts and inside your fallow lands as if the plots did not belong to you.

Annexing. You can only annex plot when returning to your field.

Reunification. Reunify your field and Fallow lands by annexing the plots between them. If the plots are no longer separated, they are back to being part of your main field.

End of the game. The game ends when all plots are placed, Fallow lands included. However, only the plots part of the main field are taken into account to determine the winner!

Powerless. If you are not in your field and have no fences, you will not have a main field before reaching one of your plots.

Helicopter. The Helicopter allows to change main fields by moving to a Fallow land.