

## Rules

**Ages:** 8 and up

**Number of Players:** 2 - 4

**Average Game Length:** 30 minutes

### Overview

The goal of the game is to earn the most money by planting crops and then harvesting them to the barn. However, the barn only holds three harvests of each different crop. Each harvest of a crop earns less money than the one before. Beware opponents who may have other plans to keep your crops out of the barn...

### Game Contents

- Game Board
- 110 Cards (5 blank)
- 1 Rule Booklet
- Money
  - \$100 Bills ..... 50
  - \$500 Bills ..... 30
  - \$1,000 Bills ..... 20

### Set Up

- ◇ Choose one player to be the banker. The banker gives each player two \$500 bills and five \$100 bills, for a total of \$1,500.

- ◇ Shuffle the deck and deal each player 5 cards. All remaining cards are placed in the Draw pile.
- ◇ Announce how many Crop cards are in your hand. Whoever has the most Crop cards goes first. If two or more players tie for the most Crop cards, the youngest wins the tiebreaker to go first.
- ◇ The player to your left goes next. Play continues around the circle to the left (clockwise).

## How to Play

- ◇ On your turn, choose one card to play from your hand.
- ◇ Used cards are placed face-up on the Discard pile.
- ◇ Your turn ends by taking the top card from the Draw pile to return your hand to five cards.
- ◇ When you either cannot or do not want to play a card from your hand, you may instead exchange one, two, or three cards. Place the unwanted cards face-up on the Discard pile, and draw an equal number of new cards. Your turn is done; you must wait until next turn to play one of your new cards.
- ◇ As long as there are still cards in the Draw pile, you may not “pass” without taking any action. You must either play a card or exchange for one or more new cards.

## The Barn

- ◇ The barn contains eighteen empty harvest slots. There are six different types of crops, with three harvest slots per crop.
- ◇ You may use a Harvest card to move a Crop card into an empty harvest slot.

- ◇ Each harvest slot lists the crop price that you are paid when you place that crop in the barn.
- ◇ The three harvest slots are referred to as the high, middle, and low slots. The high slot is the highest crop price, and the low slot is the lowest crop price.
- ◇ Once all three harvest slots have been filled, no more harvests of that crop type may be placed in the barn.
- ◇ When you place a harvest in the barn, you must fill the highest slot available for that crop.
- ◇ Mice cards affect the lowest harvest slot that has been filled for the chosen crop.
- ◇ Junk cards must be placed on the lowest empty slot for the chosen crop.

## Card Explanations



**Crop** – Plant one field of that crop. Pay the planting cost listed on the card to the bank. Do not discard. Instead place the Crop card face-up in front of you. This face-up card now shows you have a planted field that may be harvested on a later turn.

**Harvest** – Pay the amount listed on the Harvest card to move a planted field into the barn. Find the highest empty harvest slot for that crop and collect that crop price from the bank. Place the Crop card on top of that harvest slot to show it is no longer available.



**Trade** – Choose a card from your hand and lay it face-down on the table. Pick one card from any other player's hand, and trade the two cards.

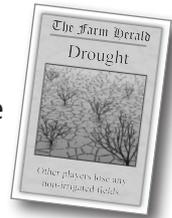
**Peek & Trade** – This is similar to Trade, except that you choose one card of another player’s hand to look at first. You then either trade for that card, or pick another card from that same player’s hand for the trade. You may only peek at one card.



**Pass 1 Card Left** – All players pick one card from their hand to pass to the player on their left.

**Pass 1 Card Right** – All players pick one card from their hand to pass to the player on their right.

**Drought** – Your opponents lose all non-irrigated fields they have planted. Remove those face-up Crop cards along with any Fertilize cards under those fields. Place them in the Discard pile. The drought does not harm the player who plays this card.



**Bugs** – This card is similar to the Drought card, but only damages certain crops. Your opponents lose any planted fields that match the crop types in your planted fields. For example, if you have two planted fields, one hay and the other strawberries, only hay and strawberry fields are lost by other players. Irrigation does not protect against bugs.

**Fertilize** – Fertilized fields pay extra money when the crop is harvested to the barn.

- Add:
- \$800 for fruits (strawberries & watermelons)
  - \$500 for vegetables (carrots & potatoes)
  - \$300 for feed (corn & hay)

Pay the cost and place the card under the planted field to fertilize it. Fertilize cards are discarded when that field is harvested or lost to drought or bugs.





**Irrigate** – Irrigated fields are not affected by Drought cards. Pay the cost and place the card under the field to be irrigated. Irrigate cards only work only when placed under a field before a Drought card is played. Irrigate cards are discarded when that field is harvested or lost to bugs.

**Insurance** – Insurance cards are the only cards that you do not play during your turn. Instead, you may play an Insurance card when an opponent plays a Drought or Bugs card. Although you still lose those fields, the Insurance card repays your planting costs (but not any irrigation or fertilization costs). One Insurance card may be used to cover all of your planted fields. Draw a new card after playing the Insurance card so that you start your next turn with five cards.



**Mice** – Remove one crop card from the barn. Choose which crop the mice eat and remove the lowest-value harvest to make that slot empty again. (The player who harvested that crop keeps whatever price they already collected. The only effect is to make room in the barn for one more crop.)

**Junk** – Put this card on top of an empty harvest slot. Choose which crop type and place this card in the barn over the lowest-value harvest slot for that crop. You don't earn money for putting junk in the barn, but you do prevent opponents from earning money from that harvest.



**Clean-up** – Remove a Junk card from the barn and place on the Discard pile to free that harvest slot for a crop.

## Ending the Game

The game may end in one of two ways:

**Fill the Barn** – The player who fills the last of the 18 harvest slots with a crop has filled the barn and receives a \$500 bonus in addition to the crop price. The game ends immediately when the barn is filled. If a Junk card is used to fill the last harvest slot, the game still ends immediately, but there is no bonus for filling the barn with junk.

**Out of Cards** – If the last card from the Draw pile is picked up, the game continues, but you will not draw new cards at the end of your turn, and you may not exchange for new cards. If you cannot or do not wish to play one of your remaining cards you may “pass” without playing a card. If you pass, you still have the option to play a card on your next turn. The game ends when there is a round of turns during which all players “pass”.

The **winner** is the player with the most money. There are no penalties for any cards not played or fields not harvested.

## Loans

You may borrow money from the bank in \$500 increments. You may not end your turn with less than zero dollars. The banker should keep track of loans on a spare piece of paper. If you don't have enough cash to harvest a crop, you may subtract the harvest cost from the crop price to avoid taking a loan. You may repay a \$500 loan on a later turn by paying the bank \$600 (the \$500 balance plus \$100 interest). You may still play a card during the turn on which you repay a loan. If you have an outstanding loan balance at the end of the game, subtract \$1,000 from your final cash count for every \$500 loan still owed.

## FAQ

**Q:** Why are there some blank cards?

**A:** *We included some blank cards in Fill The Barn for two reasons. First, we wanted to provide extras in case you would happen to damage or misplace a card. Second, we want to allow you to make Fill The Barn “your game” by adding your own special touch to the game. If you add your own customized cards, we would love to hear about it and also share it with others on our website at [www.hoopcatgames.com](http://www.hoopcatgames.com).*

**Q:** Can I play a Plant card and Harvest card together to move my crop directly from my hand to the barn?

**A:** *No, the two cards would have to be played on separate turns. Only one card may be played per turn. If you wish to Plant, Irrigate, Fertilize, then Harvest a crop, this would take 4 turns.*

**Q:** Is there a limit to how many fields I may plant before harvesting?

**A:** *No, there is no limit. You may have as many planted fields as you want. However, remember that planted fields are at risk of being lost to Drought or Bugs cards.*

**Q:** Suppose I use a \$300 Harvest card to move a Potato crop to the middle harvest slot (\$800 harvest price). Do I need to first pay \$300, then separately receive \$800 as different transactions? Or may I deduct the harvest cost from the crop price ( $\$800 - \$300 = \$500$ ) and collect \$500 from the bank as a single transaction?

**A:** *Either method is acceptable. If you do not have enough money to harvest a planted field, you may use the second method of a single transaction to avoid taking a \$500 loan.*

**Q:** When the barn’s three harvest slots for a crop are full, what happens to planted fields of that same crop that have not yet been harvested?

**A:** *They become worthless. As long as all three harvest slots are filled, there is no point in wasting further money to harvest them,*

*unless you have a card that will free up one of those slots. In the case of a Drought or Bugs card, it is permissible to play an Insurance card to reclaim the planting cost of that otherwise worthless field.*

**Q:** Can a Junk card be used to fill the middle harvest slot?

**A:** *Normally a Junk card must fill the low slot. However, if the first Junk card has already filled the low slot for a crop, then the second Junk card can be used to fill the middle slot for the same crop.*

**Q:** If corn is a vegetable, shouldn't the Fertilize card add \$500 to the crop price?

**A:** *True, we serve sweet corn on the dinner table and call it a vegetable. However, scientists classify corn as a grain, while farmers will tell you that most corn is grown for animal feed. When playing Fill the Barn, fertilizing a corn field adds \$300 to the crop price.*

### **Have a question not covered in the FAQ?**

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## **Credits**

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Danika, and Thomas



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