

# CRAZY FARMERS

AND THE CLÔTURES  
ÉLECTRIQUES



# CRAZY FARMERS AND THE CLÔTURES ÉLECTRIQUES

2042... Agriculture, the last bastion of humanity in a world in decline, has collapsed. Farmers have no choice but to adapt.

The Ultimate Farming Championship, an improbable mix of Monster Trucks, *Lucha Libre* and agricultural fairs, brings together the cream of the rural world, putting them in the spotlight under the tortuous scrutiny of cameras, immoral sponsors and an overexcited public.

So now is the time for you to jump on your custom tractor and enter the arena to become the world's best electric fence installer!

## HOW TO WIN

The player with the **largest field** at the end of the game wins.

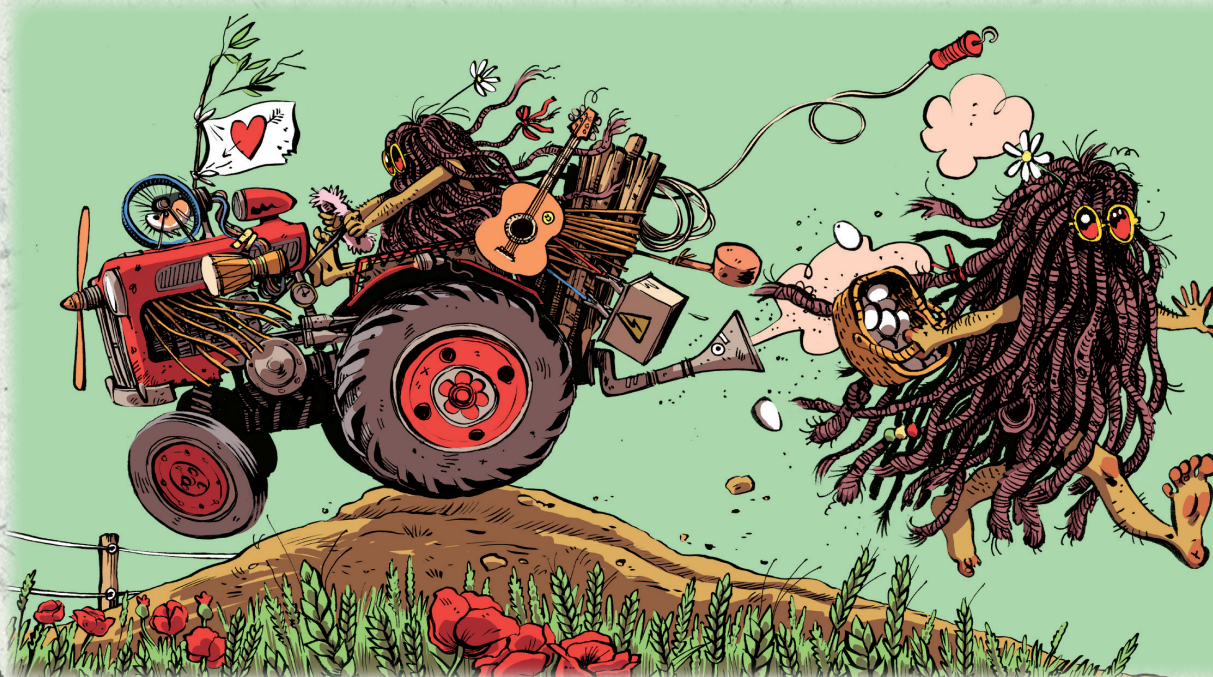
## CONTENT

- 1 board
- 4 tractors
- 8 hay bales
- 1 mad cow
- 14 barns
- 31 red/blue plot tiles
- 22 yellow/purple plot tiles
- 6 *Stage* tiles
- 6 *Impossible ground* tiles
- 24 red fences
- 24 blue fences
- 20 yellow fences
- 20 purple fences
- 82 cards including:
  - 36 *Core Bonus* cards
  - 14 *Crazy Bonus* cards
  - 1 *Endgame* card
  - 13 *Stadium Event* cards
  - 18 *Mad Cow* cards (solo/co-op)
- This rulebook

## ONLINE RESOURCES

Scan this QR code to access to FAQ, crazy alternative versions, 7 mn video rules and news:

<https://qr.thefreaky42.com/crazyfarmers/faq>





# SETUP

Build the draw pile:

1. Shuffle all cards except the *Endgame* card and the *Mad Cow* cards.  
Recommendation for first games : only use *Core Bonus* cards
2. Each player draws 3 bonus cards, chooses one and shuffles the remaining cards adding the *Endgame* card (optional) and place them at the bottom of the draw pile.

The player most resembling an electric fence begins.

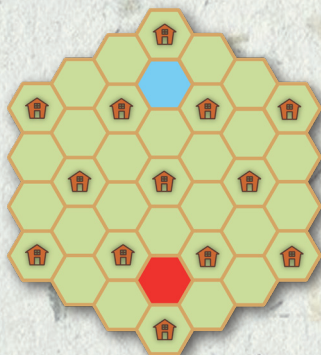
## TWO PLAYERS GAME

Number of fences per player: 24

Number of common Plot tiles:

23	27	31
15-30 min	25-50 min	40-90 min
Fast Game	Regular Game	Long Game

Setup suggestion:



Important :

For a two-player game, players share a common stack of red/blue plots.

## THREE PLAYERS GAME

Number of fences per player: 20

Number of Plot tiles per player:

9	11	13
15-30 min	25-50 min	40-90 min
Fast Game	Regular Game	Long Game

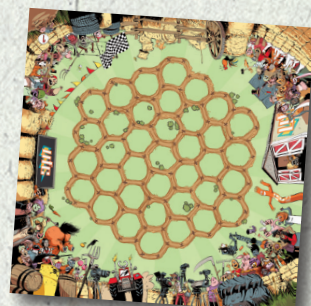
Setup suggestion:



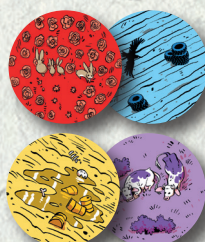
# COMPONENT LIST



Tractors



Board



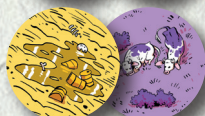
Fences



Hay Bale



Endgame Card



Plot Tiles



Barn



Crazy Bonus Cards



Core Bonus Cards



Mad Cow



Mad Cow Cards



Stadium Event Cards



Stage Tile



Impossible ground Tile

## FOUR PLAYERS GAME

Number of fences per player: 20

Number of Plot tiles per player:

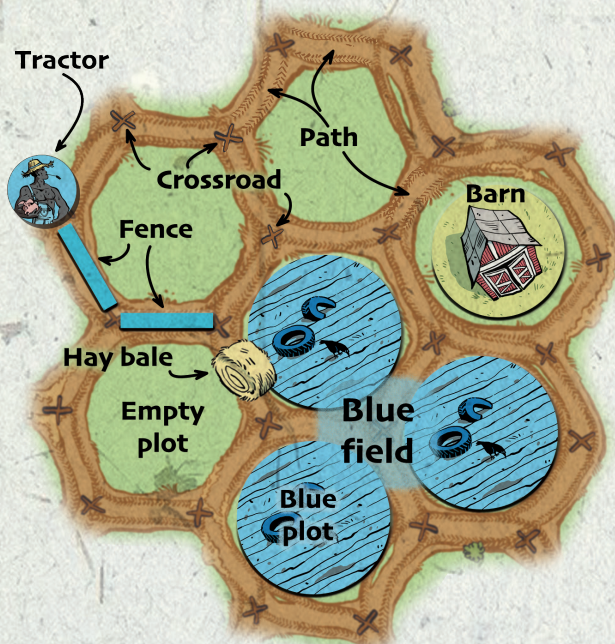
8	9	11
15-30 min	25-50 min	40-90 min
Fast Game	Regular Game	Long Game

Setup suggestion:





## LOCAL DIALECT



### TIP

Adapt the game to your style!

← **STRATEGIC** or **CRAZY** →

2 players ← → 3-4 players

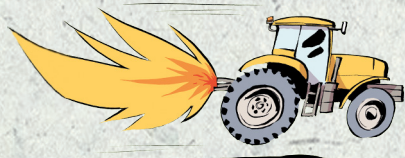
Less Barns ← → More Barns

Core Bonuses ← → Crazy Bonuses

## HOW TO PLAY

Before starting the first round, place your tractor on one of the crossroads around your plot. During your turn:

1. Check if you have an **Acceleration** and/or a **Stadium Event** card active. Apply the effects of the card(s) during your turn.
2. Start your moves.
3. Resolve actions, annexing a plot, playing a bonus card or cutting a fence before continuing/ending your moves.
4. Play bonuses any time during your turn, even after resuming all your moves.



## MOVES

**PULL fences behind your tractor!**

- 3 basic moves during your turn.
- **Acceleration:** You have 4 or more fences down AT THE BEGINNING OF YOUR TURN? Win +1 move!
- You must use all your moves at every turn, reverse moves are allowed.
- Your tractor is limited to a maximum of 5 moves per turn.

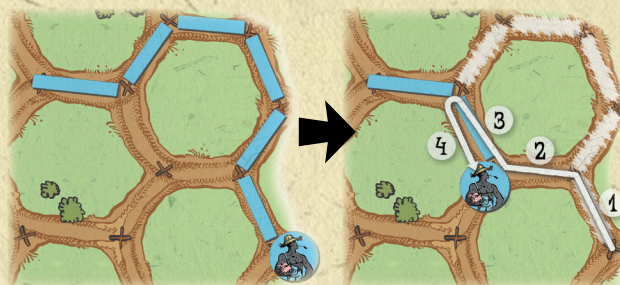
### Focus

There is no need to place fences **INSIDE** your field or on the **BORDERS** of your field.

**Acceleration:** If you have 4 or more fences down at the beginning of your turn, your tractor is boosted up: you win an extra move. You can go faster using bonuses but your tractor will always be limited to a **maximum of 5 moves per turn**.

You must use all your moves whenever possible. You can however take a path from where you came in the opposite direction, removing the fence placed on it, or create a loop, but the affected parts of the fence will be removed.

If you run out of fences, go back.



## ANNEXING PLOTS AND BONUS

**Circle Plots to ANNEX them to your field!**

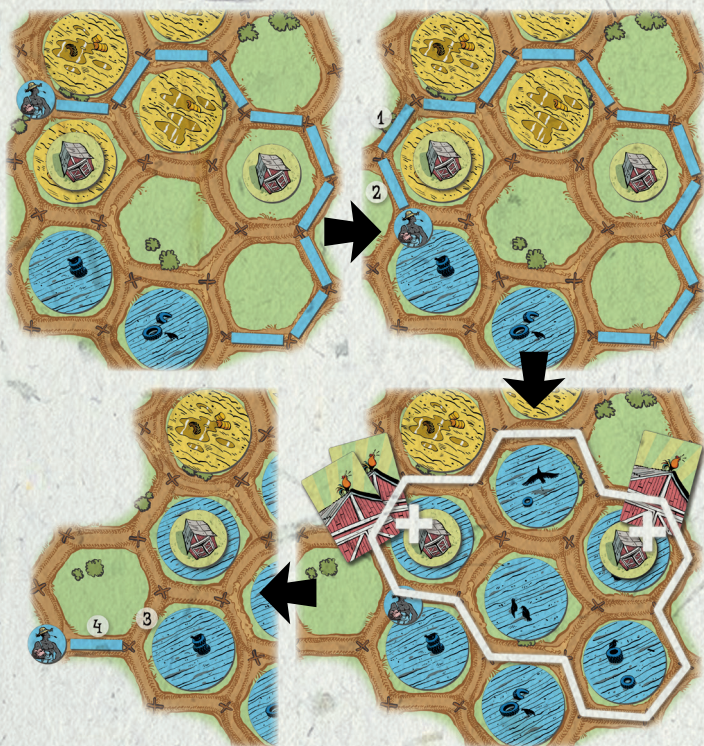
**Collect BONUS in BARN!**

As soon as your tractor has pulled fences connecting 2 points of your field:

- Place your Plot tiles and replace your opponents' plots.
- Remove the fences, they are no longer necessary.
- Bonuses: win 1 Bonus card per free Barn (2 for an opponent's Barn) → play them immediately or keep them for later during one of YOUR next turns. Warning, you are limited to a maximum of 6 cards in hand at the end of your turn.

Then resume you moves.





## CUTTING FENCES

### CUT your opponent's fences!

- Reach an opponent's fence to cut it.
- Remove it entirely immediately.
- **Protection:** your tractor and the 2 fences behind it (if any) cannot be cut and are an **OBSTACLE**, other players cannot go through.
- If your fence has been cut, connect back to your field to be able to cut your opponents' fences or pull new fences.



### Focus

When your tractor returns to the edge of your field while pulling a fence, annex the plot(s) surrounded by your fences and your field marking your new plot(s) with your colored plot tile(s). You can and are encouraged to annex opponents' plots. Remove the entire fence no longer needed at the edge of your new expanded field.

If annexing a plot ends up dividing an opponent's field into several parts, read *Fallow Land* page 7.

Draw 1 *Bonus card* for each plot annexed that contains a Barn (or 2 *Bonus cards* if the plot belonged to an opponent). Leave the Barn on the plot. Play any number of bonuses immediately or at any time during one of your turns, but never during an opponent's turn.

If you have more than 6 cards in hand at the end of your turn, immediately play or discard the cards in excess.

**Discard** *Bonus cards* once played. If the draw pile is depleted, shuffle and use the discard pile.

Resume your remaining moves after annexing a plot, including your acceleration if you had one at the beginning of your turn.

If you are missing plot tiles to mark all the plots you annexed, the game still ends (see *End of the Game* below) but plots without tiles will not count.

**Elimination:** If a player has annexed the last plot you had on the board, you are **eliminated**. Remove your tractor and fences from the board.

### Focus

By touching an opponent's fence, including the starting point, you cut it off. Same thing if you annex the plot where the fence starts. Your opponent's fence is lost: remove it entirely.

**Protection:** at all times, the 2 fences behind your tractor are protected. In other words, opponents cannot cut or go through the 3 crossroads around them. The crossroad where your 3rd fence behind your tractor ends is therefore the first weak point.

When outside of your field and without fences, you are **Powerless**. You can no longer pull fences when moving your tractor nor cut your opponents' fences but can however pass through them when **not protected** by their tractor. It is actually the only situation that allows a tractor to pass through or even end its turn on a fence without cutting it.

You will no longer be **Powerless** once connected back to your field, allowing you to pull new fences and immediately cut opponents' fences again.

## END OF THE GAME

The game ends immediately as soon as a player:

- Places the last plot tile of his/her plots pile (3-4 players) or the common pile (2 players) **or**
- Draws the Endgame card **or**
- Eliminates all other players.

The player with the most plots in his **main field** (see *Fallow Land* page 7) wins the game. In the event of a tie, include *Fallow Lands*.



# BONUS CARDS

All bonuses can only be used once. Discard after use.

## CORE BONUS CARDS

### Nitro +1/+2

Get 1 or 2 extra moves during the turn.

Reminder: max. 5 moves per turn.



### Rut

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 removed by another bonus. You cannot place a Hay Bale on a fence in progress, on the edge of the board or on a path with another Hay Bale. It is forbidden to lock in an opponent. If there are no Hay Bales left, pick any one from the board.



### Dynamite

Remove 1 Hay Bale of your choice. Bang!



### High voltage

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



### Watchdog

Protects your plots and Barns from being annexed as well as from bonus effects until your next turn. Annexations by opponents leave the plots and barns of the protected player in place.



### Helicopter

This bonus can only be used if you have **no fences**. Move your tractor from one crossroad to another in your field (main field of Fallow land) without an opponent's fence. Once you have moved, you cannot cut any more fences until the end of the turn.



## Bribe

Choose an opponent's plot that is adjacent to your field... now it belongs to you, replace it with a plot of your color! Careful, you need to be discreet. You cannot take over a plot that would create an immediate effect: Barn, cutting a fence, Fallow land, eliminating a player, immediate victory.



## CRAZY BONUSES

Once you master the game, add the *Crazy Bonuses* with *Core Bonus* cards.

### Attack of the Moles

Place an *Impossible Ground* tile on any plot without a Barn AND that does not belong to anyone. This plot cannot be taken over by anyone during the entire game. Tractors can still move around it.



### Pitch Invasion

The audience goes wild and takes field! Choose 1 or 2 adjacent plots on the edge of the board and remove them (except for a player's last plot).



### Battering Ram

With a ram, Hay bales suddenly become a small detail! Take your tractor along a path blocked by a Hay Bale: push it to one of the other two paths in the direction of push and on which it is normally possible to place a Hay bale. If this is not possible, this bonus cannot be used.



### Hay fever

Achoo!! Choose an opponent and have him discard a bonus card of his choice.



### Blockade

Organize a sit-in on a crossroad! Put a Hay Bale on an empty crossroad anywhere on the board. No tractor will be able to get through that crossroad. If there are no Hay Bales available, pick any one from the board. Remove this Hay Bale at the beginning of your next turn. Dynamite and Battering Ram bonuses (on an adjacent crossing) can be used on a Blockade.



### Fertilizer

This product works miracles! During this round, earn also a bonus for each plot without Barn you take over.



### Call to Order

Fun's over! No bonuses can be played until the beginning of your next turn.





## Endgame (Optional)

The game ends. It's time to count you plots.



## STADIUM EVENTS

Shuffle the *Stadium Event* cards with the other bonuses. However, they are not really bonuses...

When you draw a *Stadium Event* card, set it aside and draw a new card until you find a bonus. The effects of a *Stadium Event* card (if you draw more than one, choose one and discard the others) applies to ALL PLAYERS starting at the end of your turn and until it is replaced by another card.

### Perfect Weather

Maximum speed increases to 6 moves per turn.



### Heavy rain

1 less move per turn.



### Nitro on the house

1 extra move per turn.



### Smoke

Only the first fence behind your tractor is *protected* due to poor visibility.



### Black Ice

It's slippery! There's no going back: you cannot backtrack on a path already taken during your turn.



### Horn of plenty

Barns are full to the brim! Get 1 extra bonus when annexing a Barn.



### Violent winds

Choose the direction of the wind among the 6 possible directions and indicate it using the card. Moving in the direction of the wind will cost ① moves, while moving in the upwind direction will cost ② moves. The limit of maximum 5 moves still applies to effective moves.



## Generator

The local nuclear power plant broke down, we switched over to the generator. It can only support 12/18/24 fences with 2/3/4 players collectively on the board. If that number is exceeded, the generator breaks down: all the fences are lost. Remove all fences from the board.



The following last 3 *Stadium Event* cards are « one-shot »: the effect only applies once. They still end any previous *Stadium Event* effect.

## Sponsor

A sponsor just paid to stick his ads on Hay Bales! Each player places a Hay Bales on the board, in order of turn, ending with the player who drew the card. If there are no Hay Bale left, pick any one from the board.



## Final subsidy

One last subsidy finally came through! All players draw a bonus card. If you draw a *Stadium Event* card, discard it and draw a new card.



## Locust swarms

Hungry locusts invade the arena. Each player loses a plot of their choice. If you only have one plot left, you manage to save it.



## FALLOW LAND

Your field has been cut into pieces?! It's not the end of the world, you are now the not-so-proud owner of fallow land.

- The part of the field where your tractor is (or is connected to with fences) then becomes your main field, the remaining parts of your field are fallow.
- Your fallow plot tile remains on the board but behaves like an empty plot.
- Reunify your main field and Fallow lands by annexing the plots between them.

## Focus

You can only annex plots by connecting 2 points of your *Main Field*.

If you are outside of your field AND without a fence, you temporarily no longer have a *Main Field*. Quickly reach a *Fallow Land* to convert it into your *Main Field*

If you own *Fallow Land* at the **end of the game**, only the plots of your *Main Field* will be taken into account to determine the winner!

Move to *Fallow Land* using a **Helicopter** bonus card to change it into your *Main Field*.



## SOLO/CO-OP GAME

Holy crap! A Mad Cow has managed to make her way through into the arena's field. Everyone runs off, of course. Take this opportunity to show off your talents and electrify the crowd!

For 1 solo player or 2/3/4 co-op players.



## SETUP

Build 2 different draw piles:

- *Core Bonus* cards,
- *Mad Cow* cards.



Play  or , with 24 fences and all  or  plot tiles. In Co-op mode, play using the same tiles and all start from the same plot.

Prepare 12  or  plot tiles, and place one in the center of the board, with the Cow on it.

## HOW TO WIN

Capture the Cow before it destroys too many plots while having the largest field possible.



## HOW TO PLAY

The Cow (🐮) plays 1<sup>st</sup>. When 1 or 2 players, the Cow plays between each player's turn. When 3 or 4 players, the Cow plays after 2 players' turn.

For example with 3 players (): ...

Players move exactly the same way as in a regular game unless indicated otherwise. The Cow however follows its own particular rules.

## HOW DOES A MAD COW MOVE

## Moves

Unlike tractors, the Cow stands in the middle of the plots and has a defined direction towards one of the 6 adjacent plots.

When it is the Cow's turn to play, draw a *Mad Cow* card and move the Cow with the specified new orientation. You can align the card with the cow to find the right direction, as indicated hereafter.



Rear Right



There are 9 different moves :



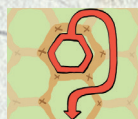
Turn Left  
Turn Right



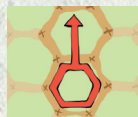
Rear Left  
Rear Right



Slide Left  
Slide Right



## Turn Around




## Straight Forward




Repeat (↺)

If the card indicates *Repeat* (↺), draw a new *Mad Cow* card, move the Cow as indicated twice. If your draw another ↺ card, move the Cow as indicated 3 times, and so on.

## Multiple moves

In the event of a combination of a *Nitro* bonus card and , the Cow can spin out of control and make many moves during a same turn:


- Make the moves one by one following the order they were drawn, staking them into a pile. Each new *Mad Cow* card drawn is placed UNDER the pile.
- A  card means playing the card next in the pile.
- When the Cow gets a bonus (Barn), apply its effect before making the remaining moves.

Find a detailed example next page.








1/ You draw a  for the Cow.  
Draw another card.



2/ You get a *Turn Left* card.  
Make the move once and  
discard the  card.



3/ The Cow lands on a Barn.  
Draw a bonus card.  
It's a *Nitro +2* !



4/ Draw 2 *Mad Cow* cards:  
*Rear Right* and *Straight Forward*.  
Place both cards under the pile.  
Make the *Turn Left* move.



5/ Make the remaining 2 moves : *Rear Right* then *Straight Forward*.  
It's finally the end of the Cow's turn.

### Redirection

If the Cow cannot move as indicated from its current direction, either because it is on the edge of the board, or because of a fence **protection**, a High voltage or a Hay Bale, the Cow turns towards the opposite direction before re-trying the move indicated by the card. If it still can't move, the Cow turns one notch clockwise until it finds a way out. If there is no way out, the Cow stays put and loses its move.

### Annexing and bonuses

The Cow annexes all plots it moves onto (and is therefore not concerned by *Fallow Land*). Place a plot of her color, remove yours if needed. If it moves to a *Barn* (that may already belong to the Cow), it draws a bonus and triggers the *Backlash Mode*.

When playing a co-op game, touching a partner's fence leads to annexing plots if circled by the fences AND fields. Otherwise the fence is cut.

### Cutting fences

The Cow can cut a fence by touching a fence that is **not protected**.



The Cow is instructed to move *Straight Forward* but the fence's protection prevents it from going in that direction.



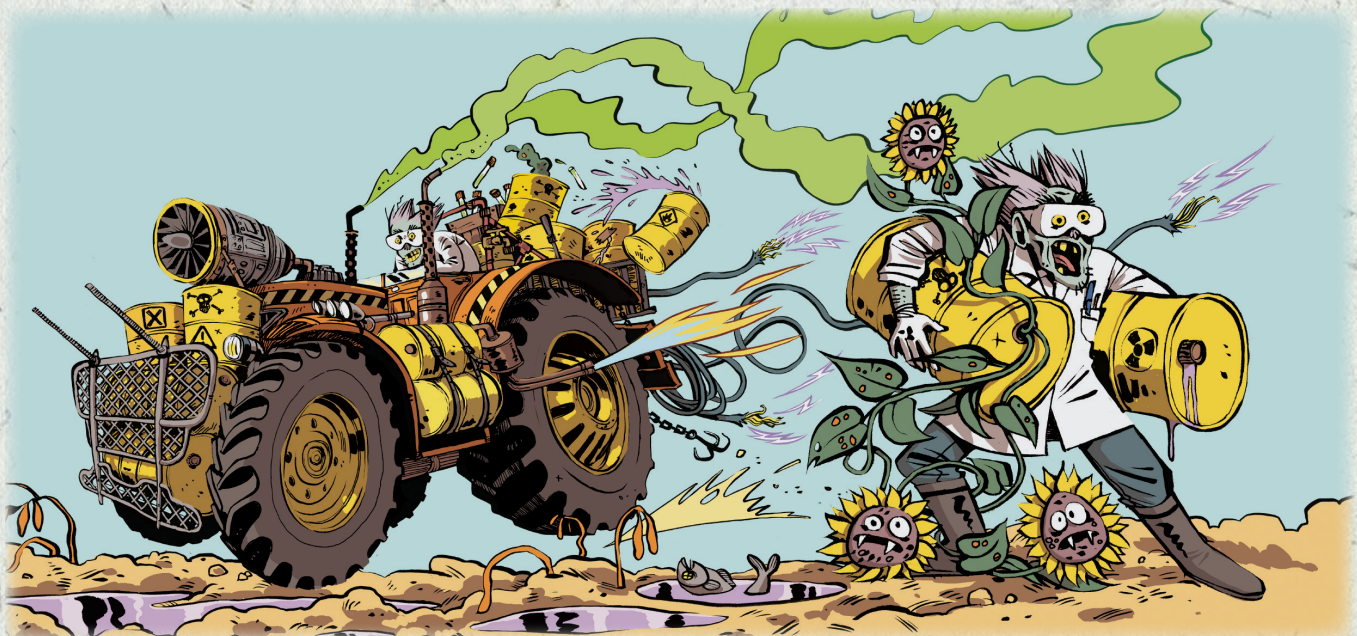
1<sup>st</sup> redirection: 180°. The edge of the board blocks the Cow but the fence is not protected: the Cow cuts the fence.



2<sup>nd</sup> redirection one notch to the right: the Cow is blocked by the edge of the board



3<sup>rd</sup> redirection: no obstacles, the Cow takes over the plot.

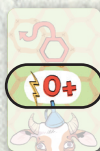




## BONUS

Collect bonuses as in a normal mode game. However, in solo mode, playing a bonus might backfire on you.

When playing the bonus, draw a *Mad Cow* card (that you will discard right after) and check the number indicated:



- If your number of fences is **greater or equal** to it, play it normally
- If your current number of fences is lower than the number shown on the card, you will suffer the *Backlash* effects.

When the Cow triggers a bonus, the Player always suffers the *Backlash* effects.

## NORMAL MODE BONUSES

For this game mode, some rules and bonuses have been adapted. All bonuses that are not indicated below do not change (see page 6).

### Rut

The Cow does not move.

### High Voltage

The Cow is blocked by the fence, that is of course entirely **protected**. See *Redirection*.

### Watchdog

The dog keeps your field. The Cow cannot enter it, it's blocked.

### Bribe

Same. You however cannot annex the plot where the Cow is located.

## BACKLASH MODE BONUSES

### Nitro

Draw 1 or 2 additional *Mad Cow* cards and place them after the Cow's initial moves.

### Rut

The player playing next loses 2 moves at his/her turn.

### Hay Bale

Choose a tractor and place a first Hay bale on one of the 3 paths around it. If 2 Hay Bales, place the second one path further. If there is not enough space, try a path further away.

### Dynamite

The Cow blasts everything on its plot : fences (i.e. the fence is cut), Hay Bales and Barns.

### High Voltage

Remove your (or the next player's) entire fence.

### Watchdog

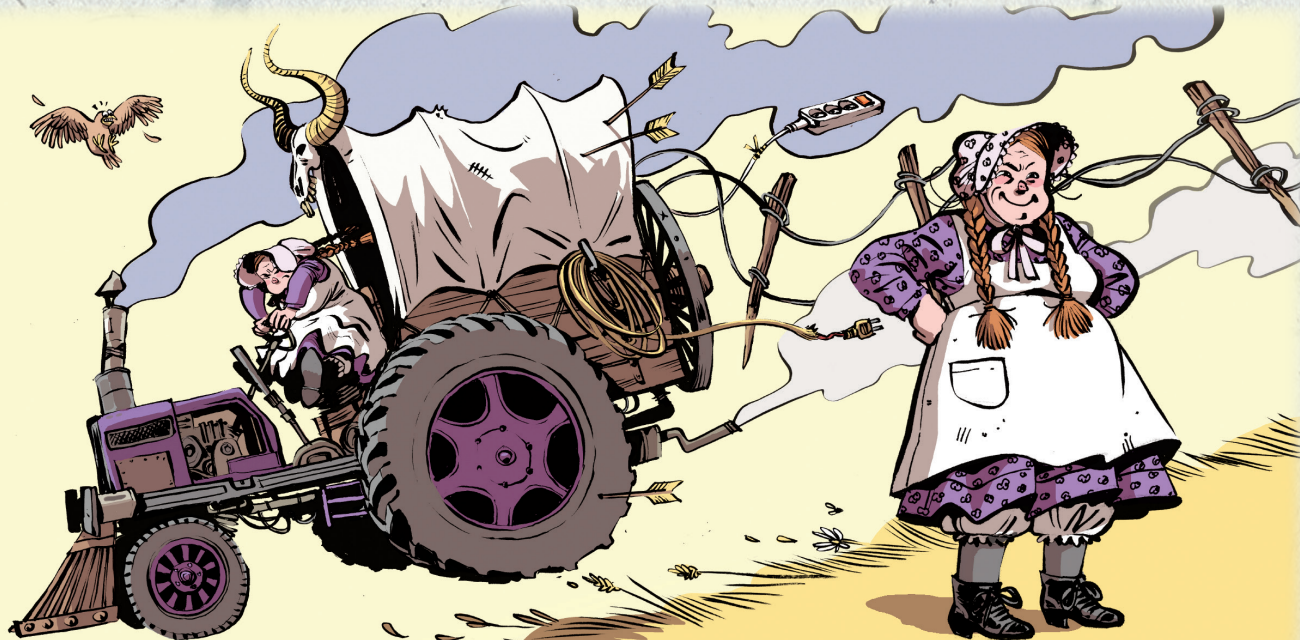
Immediately protects the Cow's plots from being annexed until the start of the player's (or the Cow's) turn that played the bonus. Warning : this card can prevent you from capturing the Cow during this turn.

### Helicopter

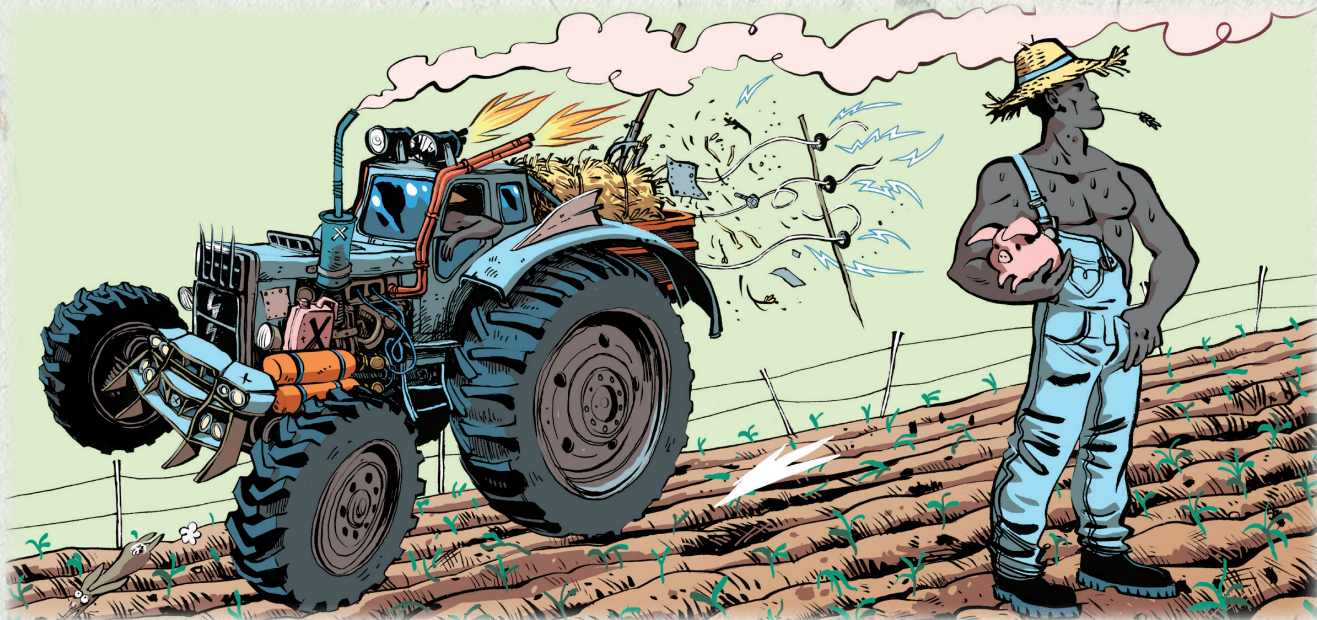
The Cow goes straight to the farthest plot of its field (if several, choose one) without cutting the fences it may cross path with. Once there, the Cow reverses its orientation.

### Bribe

Lose, in favor of the Cow, any one of your plots (you choose) adjacent to the Cow's field, with the usual discretion restrictions (see page 6).







## END OF THE GAME

The Cow wins immediately as soon as it reaches 12 plots **or** if you are eliminated (see Annexing plot => Elimination).

You win if you lock the Cow down by annexing at least 3 plots, including the Cow.

### Score

Calculate the difference between your and the Cow's number of plots and check the Score Board.

### Score Board

20 or more	Undisputed UFC Champion
15 to 19	Aspiring UFC Champion
10 to 14	Crazy Farmer
5 to 9	Not bad at all!
1 to 4	You can do so much better
0	Do you really believe this can be called a victory?
Below 0	You won, but you still lost...

Example : 20 (player(s)) - 3 (Cow) = 17

## STAGE TILES

*Guerilla Poubelle*, *Justin(e)*, *Jodie Faster*, *Diégo Pallavas*, *Charly Fiasco* and *Ludwig Von 88* will make their instruments roar louder than your tractor engines!

Place one or several Stage tiles on an empty plot at the edge of the board. These plots cannot be taken over during the entire game. Any tractor passing within a distance of one crossroad or less must draw a Bonus card and play it immediately, even if it's no help... If the card cannot be played, discard it.

Beware though, playing these tiles can result in short and completely erratic games!

## CREDITS

**Authors:**

Jérémie Chassaing & Quentin de Cagny

**Publisher:**

The Freaky 42

**Illustrator:**

ChaBD

**Communication:**

Kévin Jost

**Layout Design:**

Maxime Baillon

### Authors' acknowledgements:

Marine and Roman, Léonie, Zach and Aglaé, Alexis Jacquet and Manon David, Julien Marcland, Pier Pow, Quentin Francotte, Juliette Chesnais, Nicolas Boulenger and Nataliya Hrynchyshyn, Thomas Richard, Ludo, Jab, Jérémy Corbet, Guérard Retout, Émile Feltesse, Alex Blanchard, Manu Leduc, Marie Eynard, GizmO, Clotaire Bayeulle, Nicolas Dufailly, Régis Rallo, Iris Launay, Stéphane Bogard, les Pigs !, Pierre Scelles, Grégory Isabelli, Cyril Harper, Andrew Smith, Cyril Golovtchan.

### Publisher's acknowledgements:

The publisher thanks, Axel K. and Olivier D., Melvin Z who is at the origin of the design and has put us on the right track with his advice, Borderlines, Myke, the Drink Doctor and Thyll Games always there and since the beginning! Equipe Ludique that holds a special place in our little hearts. Our families & loved ones who support us while we spend so much time on wild projects. A special thanks from Gab to Nathan and from PY to Colin, who, if they don't know it yet, are a source of inspiration and motivation at all times.

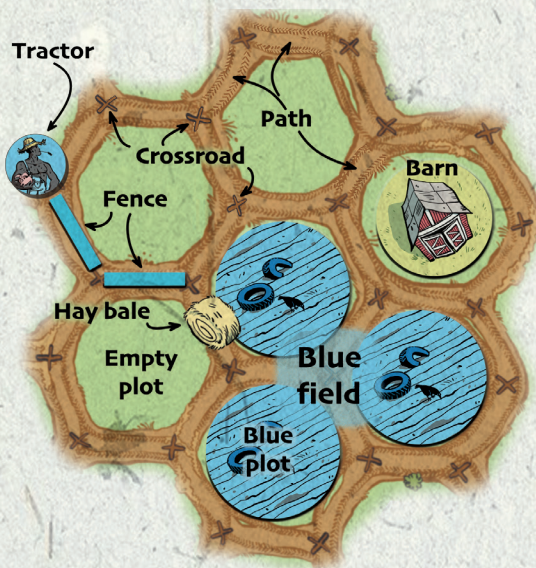
A game proudly manufactured in France by VictoriaGame's small hairy hands using recycled materials as much as possible.





# QUICK START GUIDE FOR A REGULAR GAME

## LOCAL DIALECT



## PULL FENCES BEHIND YOUR TRACTOR!

- 3 basic moves per turn.
- Acceleration: 4 or more fences down at the beginning of your turn → + 1 move.
- You must use all your moves at every turn, reverse moves are allowed.
- Maximum of 5 moves per turn.

## CIRCLE PLOTS TO ANNEX THEM TO YOUR FIELD AND COLLECT BONUSES IN BARN

As soon as your tractor has pulled fences connecting back to your field:

- Place your Plot tiles and replace your opponents' plots.
- Remove the fence, it's now unnecessary.
- Bonuses: win 1 Bonus card per Barn (2 for an opponent's Barn). Play them immediately or keep them for later during one of YOUR next turns. Maximum 6 cards in hand at the end of your turn.

Then resume your moves.

## SETUP

For a regular game with 4 players :

- Each player takes 20 Fences and 9 Plots.
- First play with *Core Bonus* cards only (page 6).
- Each player draws 3 bonus cards to only keep one of their choice.
- Place the *Endgame* card anywhere with the last 8 bonus cards
- Each play in turns. For your first turn, chose the plot you wish to start from.

## CUT YOUR OPPONENT'S FENCES

- Reach an opponent's fence to cut it.
- Remove it entirely immediately.
- **Protection:** your tractor and its 2 first fences (if any) are an OBSTACLE to other players as they cannot go through, they are therefore protected.
- If your fence has been cut, connect back to your field to be able to cut your opponents' fences or pull new fences.

## END OF THE GAME

The game ends immediately as soon as a player places his/her last plot tile or draws the Endgame card.

The player with the largest *Main Field* wins the game.



## EXTRA COMPONENTS



Tractors



Core Bonus Cards



Hay Bale Tokens



Fences



Endgame Card