

FranticFarm

Each player: play 1 card from your hand and place on table

Play 2 actions in three rounds of five cards

Poison: 1 point, Share: x2 points

When unevitable: Points without receiving the card

X2>

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3



Take another unmarked card

7

3



Take another unmarked card

7

3



32 kg

Largest: 6 points
-unevitable
-4 points for largest

9

3



30 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

10

3



26 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

11

3



24 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

12

3



20 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

13

3



16 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

14

3



10 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

15

3



6 kg

🚩 Largest: 6 points
•undeviable
•4 points for largest

16

4



🚫 Blocks action: Steal



17

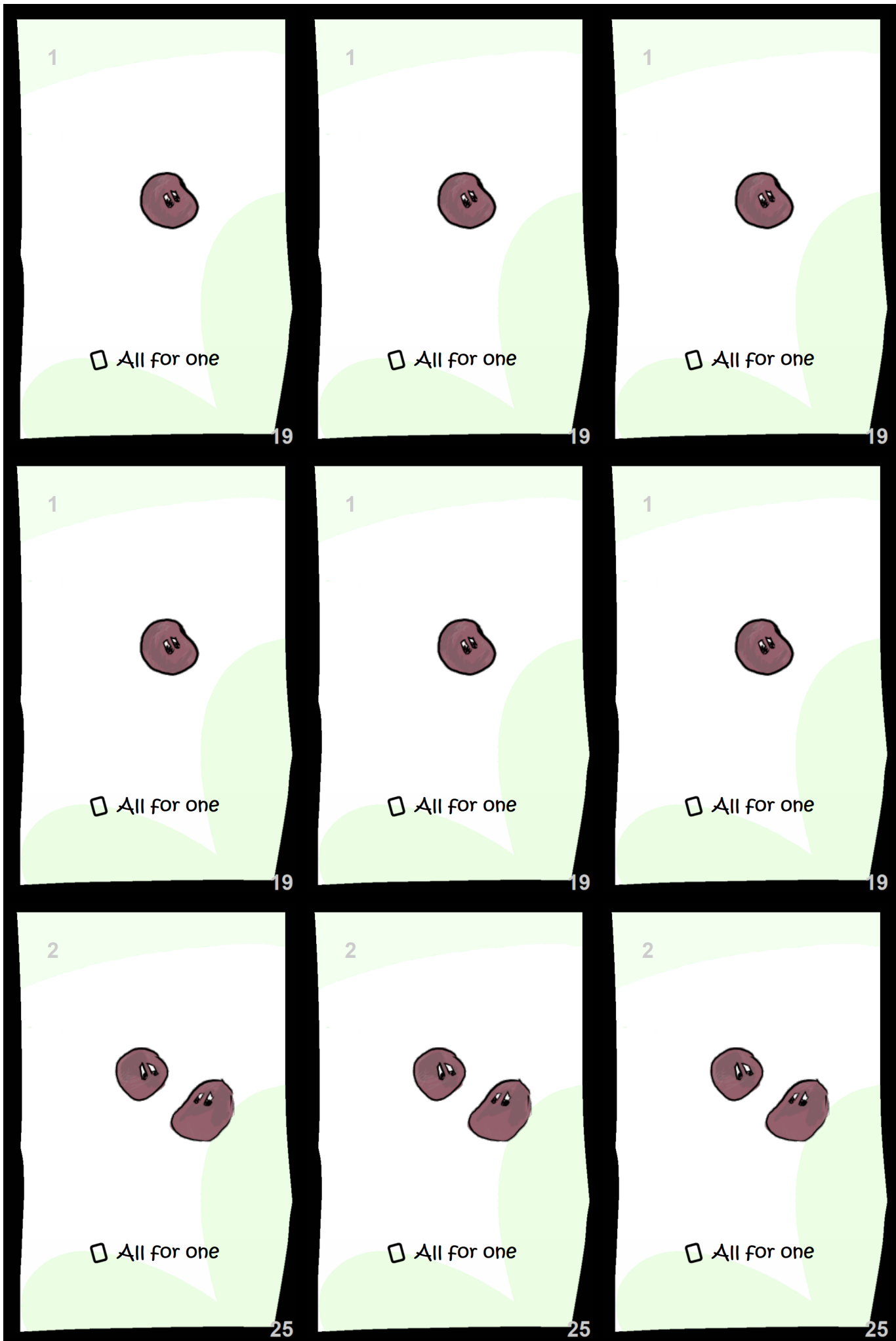
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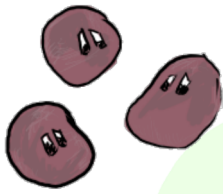
🚫 Blocks action: Steal



17



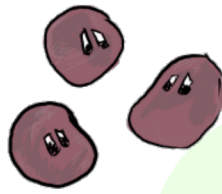
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□ All for one

28

3



□ All for one

28

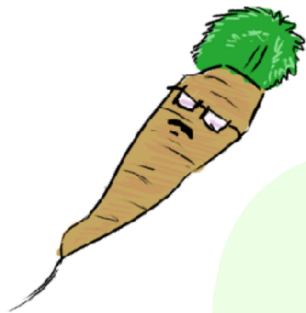
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□ All for one

30

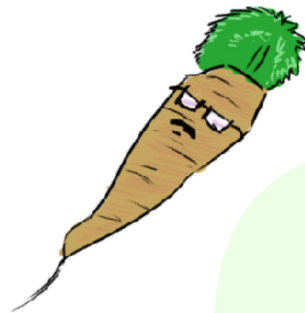
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🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

31

3



🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

31

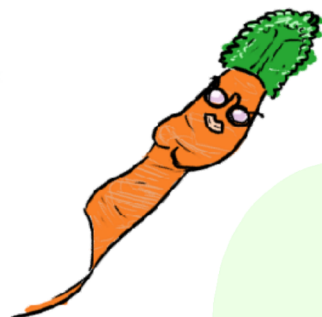
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🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

31

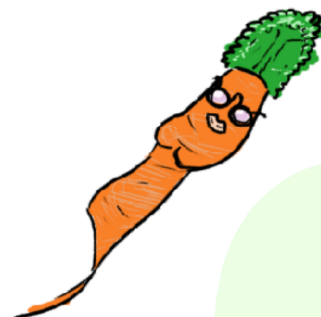
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🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

34

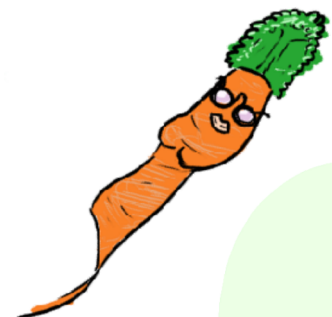
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🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

34




3



🚩 set M/F: 6 points
•undeviable
for set M/F: 6 points

34




2

Most: 10 points
•undeviable
•10 points for most

37




2

Most: 10 points
•undeviable
•10 points for most

37


2


Most: 10 points
•undeviable
•10 points for most

37

5



Blocks action: Poison



40

5



Blocks action: Poison



40

3



Receive all stolen cards' points

42

5







43

5



43

3

Most: 10 points
•undeviable
•10 points for most

45

3









Most: 10 points

- undeviable
- 10 points for most

45

1

∞

2

4





Grow every turn

- end of turn: rotate clockwise.
- value upright counts.

47

1

∞

2

4





Grow every turn

- end of turn: rotate clockwise.
- value upright counts.

47

1

∞

2

4







Grow every turn

- end of turn: rotate clockwise.
- value upright counts.


47



- remove after the turn



Blocks action: Steal



50