



SUPER FARMER RANCHO

A game for 2-6 players aged 7 years and up


Game designer: Michał Stajszczak,

based on rules by Karol Borsuk

Graphic design and illustration: Piotr Socha

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The board game Rancho is the younger sister of the well known and acclaimed game Superfarmer.



The game **Superfarmer** appeared in Warsaw in 1943. At this time it was titled **The Little Animal Farm**. It was invented by the eminent Polish mathematician and professor at Warsaw University, **Karol Borsuk**. After the Nazi occupation of Warsaw, the university was closed and the professor lost his job. He came up with the idea to sell the game to financially support his family.

In occupied Warsaw, **The Little Animal Farm** became extremely popular. After the war, the game was forgotten and it reappeared on store shelves only in the 1990's through our publishing house.

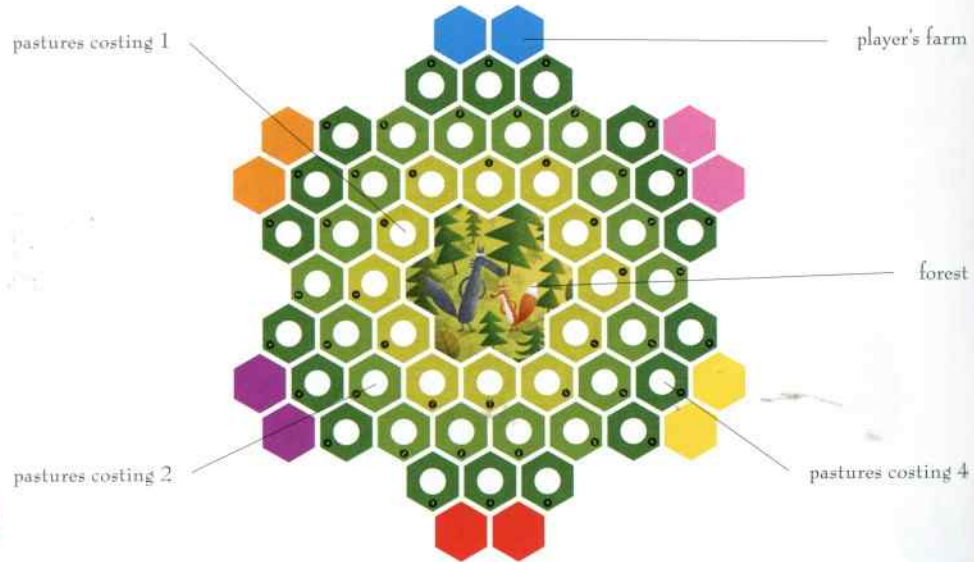
Rancho, designed by Michael Stajszczak, was made to honor the memory of Karol Borsuk and to commemorate the success of **The Little Animal Farm**. During its 15 years in Poland and many other countries of the world, the game Superfarmer gained legions of fans. Many children and adults around the world have assumed the role of superfarmers. We are proud that to date over half a million copies of the game have been sold.



Rancho expands the possibilities which Karol Borsuk's original game presented to players. Now farmers must not only exchange their animals well and breed them, but also plan purchases of pastures on which to graze their herds.

We hope that this new version of the classic animal breeding game will bring you as much enjoyment as its famous predecessor.





Goal of the game:

You breed animals in order to have the best ranch in the region. You buy pastures so your animals will have a place to live. Your animals breed and this brings you profit. You can convert animals to other types of animals, if you decide it's worth it, or you can buy more pastures to have space for more animals. To win, you must be the first to collect a herd consisting of at least a horse, a cow, a sheep and a rabbit. But all your plans can go awry if you are not careful, because in the nearby forest there are prowling predators - a wolf and a fox. Your animals can easily become their prey.

Game preparation

Put the board in the middle of the table. Take the appropriate animal tokens and dog figures out of the box and set them near the board. They will form a central herd. The number of animals depends on the number of players, as shown in the table below.

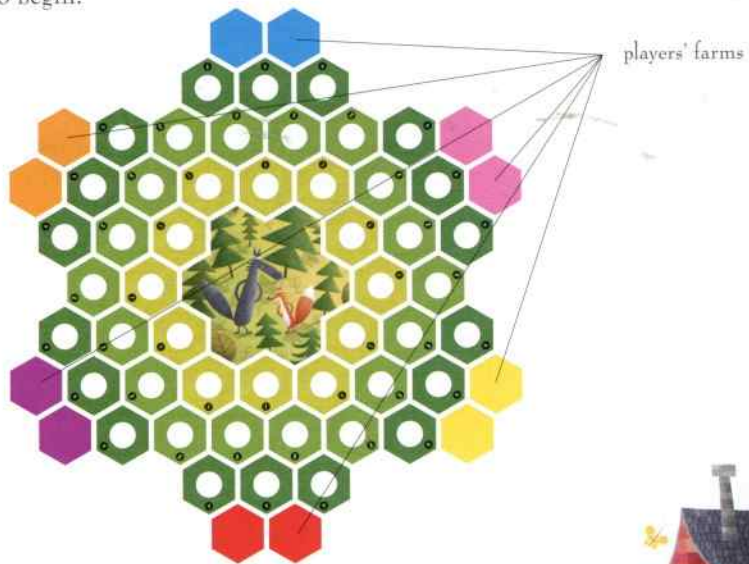
Number of players	2	3	4	5	6
Rabbits	20	30	40	50	60
Sheep	6	9	12	15	18
Cows	4	6	8	10	12
Horses	2	3	4	5	6
Small dogs	1	2	2	3	3
Large dogs	1	2	2	3	3



The other tokens and figures should be set aside.

Each player chooses a color and takes all the disks of that color and places them in front of them. Then each player places 1 sheep and 1 rabbit from the central herd onto their farm (two adjacent spaces of their color on the edge of the board). If the game has only 2 players, they should occupy farms on opposite sides of the board; with 3 players, no pair of players should have adjacent farms; with 4 players, the 2 empty farms should be on opposite sides of the board.

The game is ready to begin.



Sequence of play

Players take turns in clockwise order. Whoever most recently saw a cow takes the first turn. Each player's turn consists of two consecutive steps - first **expanding their ranch**, and then **breeding their animals**.

1. Ranch expansion: a player can - in any order they like - buy new pastures and exchange any of their own animals for other animals. A player does not have to buy new pastures or exchange animals; they can skip this step and go straight to the second step, breeding animals.

Exchanging animals: the player exchanges their own animals with animals from the central herd. Prices are indicated in two rows on the side of the board. An exchange cannot be made if the central herd does not have enough animals for the desired exchange. A player can exchange:



An exchange can be made in either direction (e.g. 6 rabbits can be exchanged to receive 1 sheep) and more complex exchanges are possible:

Example:

- 1 sheep can be exchanged for 1 small dog and 3 rabbits (because the sheep is worth 6 rabbits, and a small dog is worth 3 rabbits)
- 2 sheep, 1 small dog, 1 large dog and 3 rabbits can be exchanged for 1 horse (the small dog and 3 rabbits can be exchanged for 1 sheep, the large dog is worth 6 rabbits, which can be exchanged for 1 sheep, and then the 4 sheep can be exchanged for 2 cows, and 2 cows for 1 horse)

Buying pastures – a player buys new pastures (green spaces on the board) by paying animal tokens. The number on a pasture is its price in rabbits. A pasture costs 1, 2 or 4 rabbits. A player can buy any number of pastures. All of a player's pastures must be connected in a single group which touches their farm.

A player marks their purchased pastures by putting a disk of their color into the pasture. You can buy a pasture and pay with other animals than rabbits by combining the pasture purchase with animal exchange. **Once purchased, a pasture can not be sold or exchanged.**

Example:

- Spending 1 sheep, a player buys 2 pastures, one costing 2 rabbits and one costing 4 rabbits (because 1 sheep is worth 6 rabbits)
- Spending 1 cow, a player buys 1 sheep and 3 pastures, each costing 2 rabbits (because 1 cow is worth 1 sheep and 6 rabbits).

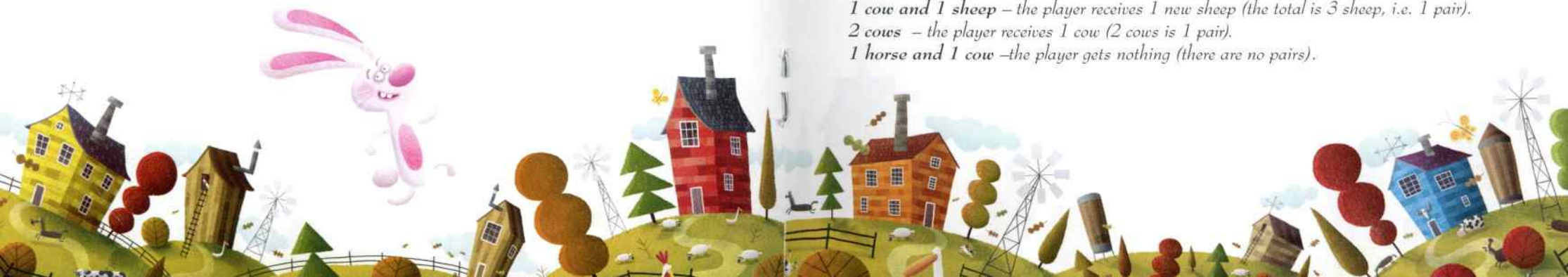
2. Breeding animals. Each type of animal appearing on the dice roll result can breed. The player sums the animals appearing on dice roll result with those already in their pastures and farm. For every pair of animals of the same type (in the player's herd plus the dice result), the player receives one new animal of this type from the central herd.

Example:

The player has 2 sheep and 5 rabbits. If the dice result is:



- 2 rabbits – the player receives 3 new rabbits (the total is 7 rabbits, i.e. 3 pairs).
- 1 rabbit and 1 sheep – the player receives 3 new rabbits and 1 new sheep (the total is 6 rabbits, i.e. 3 pairs, and 3 sheep, i.e. 1 pair).
- 1 rabbit and 1 cow – the player receives 3 new rabbits (the total is 6 rabbits, i.e. 3 pairs) but no cows.
- 2 sheep – the player receives 2 new sheep (the total is 4 sheep, i.e. 2 pairs).
- 1 cow and 1 sheep – the player receives 1 new sheep (the total is 3 sheep, i.e. 1 pair).
- 2 cows – the player receives 1 cow (2 cows is 1 pair).
- 1 horse and 1 cow – the player gets nothing (there are no pairs).



Animals which did not appear in the dice result do not reproduce, even if the player has pairs of them on their pastures. If there are not enough animals in the central herd, the player only receives as many as are available.

Example:

The player has 11 rabbits, and both dice show rabbits. The sum is 13 so the player should therefore receive 0 new rabbits, but the central herd only has 4, so the player receives 4.

The player must have space for the new animals on their pastures and farm. Animals have different sizes and occupy different amounts of space:

- one space can hold 6 rabbits (stack them),
- one space can hold 1 sheep,
- a cow needs 2 adjacent spaces,
- a horse needs 3 mutually adjacent spaces,
- small and large dogs do not need spaces, (they can be placed next to the owner's farm).



If a player does not have enough space for all their animals, then some of them must be returned to the central herd. Animals may be freely rearranged on a player's spaces during their turn, including before discarding animals for which a player lacks space. The player can rearrange their animals even when the dice roll did not produce new animals.

Wolf and fox

If either of the dice shows a wolf or fox, it means a predator has come out of the forest and is threatening the grazing animals. The player rolls the 6-sided die to see which pastures are in danger.

If one die shows a predator and the other die shows a farm animal, the player first resolves the predator and only after that breeds the animals.

If one die shows a fox and the other die shows a wolf, the player chooses which predator to resolve first. If 2 foxes are thrown or 2 wolves are thrown, then the player rolls the 6-sided die twice to resolve two attacks.

The effects of a fox or a wolf

When a fox attacks, all rabbits of all players on any pastures with the same cost number as the 6-sided die roll are removed to the central herd.

When a wolf attacks, all sheep, cows, and horses of all players which are completely or partially on any pastures with the same cost number as the 6-side die roll are removed to the central herd.

Only animals completely in the 2 farm spaces are in guaranteed safety.



Example:

One of the 12-sided dice shows a fox and the 6-sided die shows that pastures with "1" are attacked. All rabbits in the pastures labeled "1" (i.e. pastures adjacent to the forest) are removed from the board. The fox does not hurt the sheep.



Example:

One of the 12-sided dice shows a wolf and the 6-sided die shows that pastures with "4" are attacked. All sheep, cows, and horses which are partly or completely on those pastures are removed from the board. Rabbits stay on the board, because the wolf does not hurt them.



Dogs

Dogs defend their owner's animals against wolf and fox attacks.

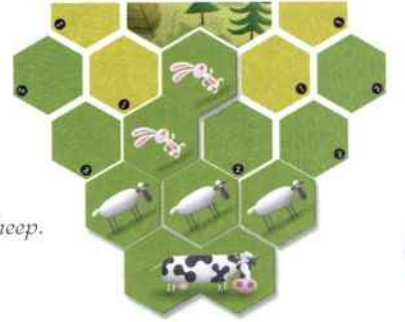
If a fox causes a player to lose rabbits, the player can return a small dog to the central herd instead of their rabbits.

If a wolf causes a player to lose animals, the player can return a large dog to the central herd instead of their other animals.

Example:

One of the 12-sided dice shows a wolf and the 6-sided die shows that pastures with "4" are attacked.

The player returns their large dog, thus saving their 3 sheep.



End of the game

The game ends immediately when a player has at least one rabbit, sheep, cow and horse on the board. The player who first completes their herd can be proud of having the best ranch in the region, and is the winner!



Frequently Asked Questions

What happens when a player is blocked?

If a player has been blocked because other players bought pastures near that player's farm, then that player can buy other empty spaces on the board. But in order to do this, that player must pay to reach the new pasture, paying a one-time fee to the owner of each intermediate pasture to reach the newly purchased pasture. The cost for each intermediate pasture equals the pasture's number. The cost of the newly purchased pasture is paid to the central herd as usual.

Example:

The orange player is blocked by the blue and purple players. To buy the indicated pasture, the orange player would pay as follows:

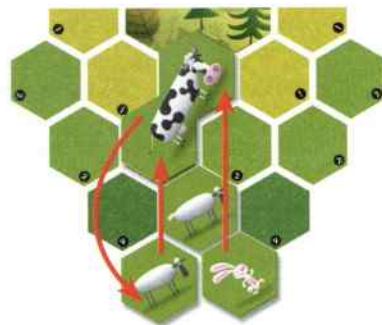
- to reach pasture A, pay 2 rabbits to blue.
- to reach pasture B, pay $2 + 2 = 4$ rabbits to blue.
- to reach pasture C, pay 2 rabbits to blue.
- to reach pasture D, pay 2 rabbits to blue or 2 rabbits to purple (the player can choose whom to pay).
- to reach pasture E, pay 2 rabbits to purple.
- to reach pasture F, pay $2 + 1 = 3$ rabbits to purple.



So buying pasture E, the orange player pays 2 rabbits to the purple player and 2 rabbits to the central herd. If the orange player next buys pasture F, it's only necessary to pay 1 rabbit to the central herd, because F is adjacent E, which orange now owns.

What is the point of rearranging animals?

A player can rearrange animals during their turn to protect them from predators.



Example:

A player rolls 2 cows on the dice, and thus gains a new cow. The player has free spaces only on the internal and middle rings, so should put the cow there. But this is dangerous, because it increases the chance of losing the cow to a wolf, if 1 or 2 is rolled on the 6-sided die. So the player moves 1 sheep and 6 rabbits from their 2 farm spaces to these two pastures, and puts the cow safely in the 2 farm spaces.

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