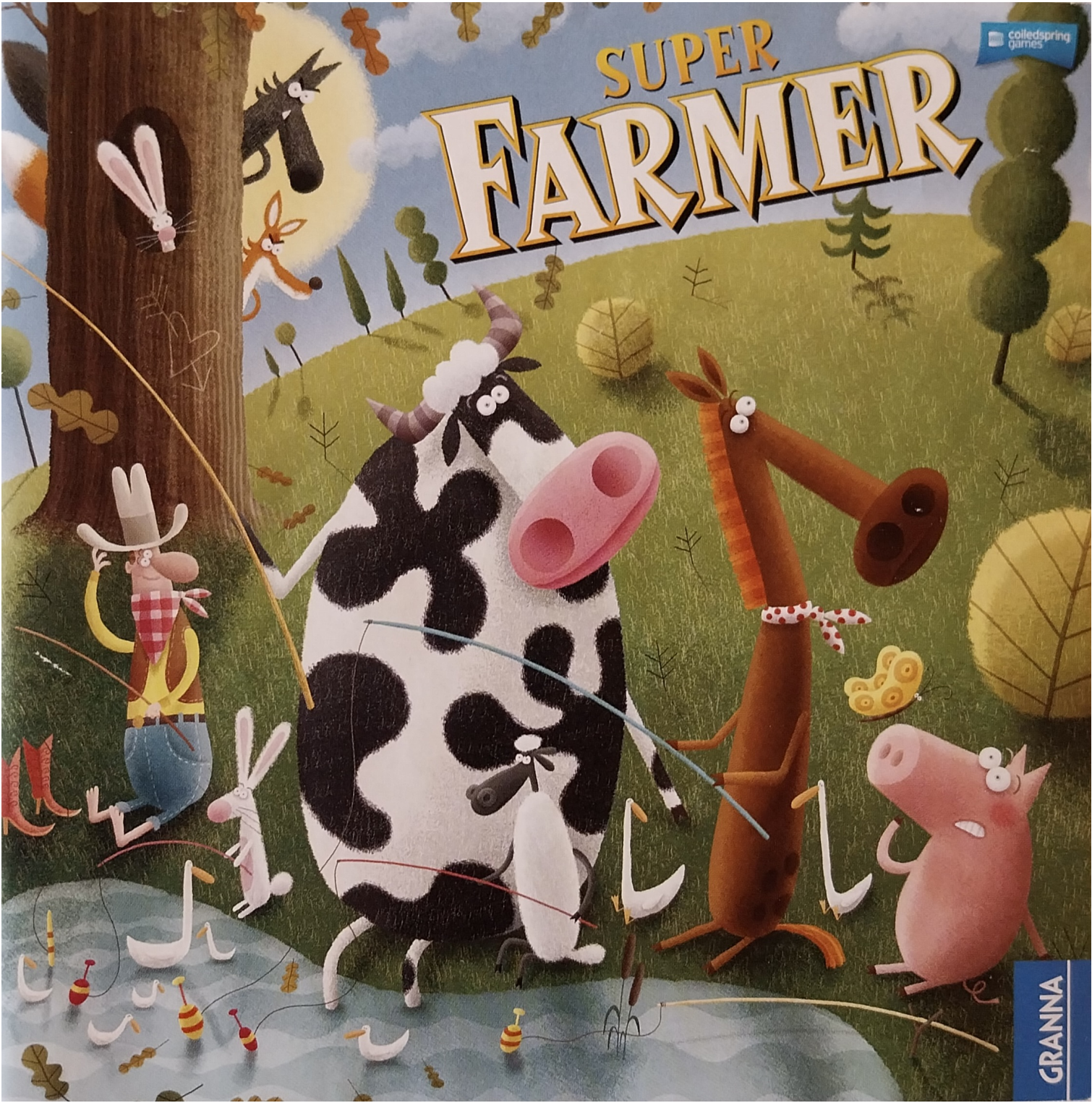




SUPER FARMER

coiledspring
games

GRANNA

EXCHANGE Table

$$1 \text{  = 6 \text{ $$

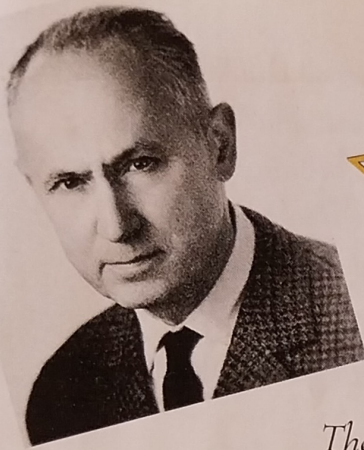
$$1 \text{  = 2 \text{ $$

$$1 \text{  = 2 \text{ $$

$$1 \text{  = 1 \text{ $$

$$1 \text{  = 3 \text{ $$

$$1 \text{  = 1 \text{ $$



SUPER FARMER



The author: Karol Borsuk
Illustrations: Piotr Socha

Super Farmer was created in Warsaw in 1943 and was originally called **Hodowla Zwierzątek** (The Little Animal Farm). It was developed by an outstanding Polish mathematician, Professor **Karol Borsuk** who lost his job when the Nazis closed Warsaw University. During the war people were incredibly inventive in their search to earn a living.

3

The Little Animal Farm was manufactured at home by the Professor's wife, Mrs Zofia Borsukowa and Mrs Janina Sliwicka drew the pictures. The telephone in Mr and Mrs Borsuk's flat did not stop ringing as the game's popularity grew among their friends and family. The game not only provided fun and enjoyment for the children, but entertainment for all ages during the difficult occupation.



All the original copies of the game were lost when the city burned during the Warsaw Uprising in August 1944. Fortunately, one of the sets had survived outside Warsaw and many years after the war it was returned to the Borsuk family. It became the prototype of the current game, Super Farmer. On the 30th anniversary of Professor Karol's death and to commemorate 15 years of the republished version of the game giving pleasure to new generations of children and parents, we present the newest version of Super Farmer with unique animal illustrations. We hope that it will give you even more hours of excitement and fun.

The box includes:

GRANNA, Warsaw, March 2013

128 cards with the pictures of animals:

4



60 rabbits



24 sheep



20 pigs



12 cows



6 horses



4 small dogs



2 big dogs



2 different twelve-sided dice



Objective:

You are the farmer, and you want to become the Super Farmer. Your animals multiply and this brings you profit. You can exchange your animals for other animals, if you decide that will be profitable. To win the game you have to be the first to gather a herd consisting of at least one horse, one cow, one pig, one sheep and a rabbit. But beware, all your plans may be thrown into disarray if you are not careful, for there is a wolf and a fox lurking nearby and you don't want your animals to fall prey to them.

Set up:

The game is for 2-6 players. Everybody gets one rabbit to put on their farm. All the rest of the animals form the main herd and they wait in the barn - the box.

How to play:

The first player rolls both dice. If both dice show the same animal, they have made a pair and that player gets one of those animals from the main herd. When the dice match animals that the player already has, **he/she receives as many new animals from the main herd as s/he has full pairs of this animal (including the ones on the dice).**

5

FOR EXAMPLE:

1. If a player already has 6 rabbits and 1 pig on his farm, and rolled a rabbit and a pig, he gets 3 rabbits and 1 pig from the main herd. (1 pig on the farm + 1 pig on the dice = a pair. For every pair of animals you make, including the ones you throw on the dice, you take one for each pair from the main herd.)
2. If a player has 6 rabbits and 1 pig, and threw a sheep and a pig, he gets only 1 pig.



3. If a player has 5 rabbits and 1 cow, and threw a sheep and a pig, he gets nothing.

4. If a player has 4 rabbits and 2 sheep and 1 horse, and threw 2 pigs, he gets 1 pig from the main herd.

ATTENTION! The player who has no horse or cow, cannot get any of those animals as a result of throwing the dice, since there is only one horse on one of the dice and one cow on the other. Therefore, the first horse or cow can only be gained through exchanging animals.

Exchanging:

Before each throw of the dice a player may make an exchange, either with the main herd (if the herd has the animals he needs) or with another player (if that player agrees to that, of course). Exchanges are made according to the Exchange Table (page 2).

ATTENTION! It is possible to exchange several animals, or one animal for several other animals (according to the Exchange Table).

6 If there are not enough animals left in the main herd, a player gets (as a result of a throw or exchange) as many as there are in the box, and loses out on the ones that are not available. You are not allowed to take these in lieu when they do become available. For example if there are 3 rabbits left in the main herd, and a player as a result of the throw should get 4 rabbits, he will get only 3 (1 being lost).

FOR EXAMPLE:

1. A player has 6 rabbits and 2 cows. He can either exchange 6 rabbits for a sheep, and or 2 cows for 1 horse.
2. A player possessing 6 rabbits, 1 sheep and 2 pigs may choose to exchange them for a cow (since 6 rabbits = 1 sheep, 2 sheep = 1 pig, and 3 pigs = 1 cow).
3. A player with 1 horse may exchange it for 1 cow, 2 pigs and 2 sheep.





Loss of animals:

If a player throws a fox, he loses all the rabbits except one (they go back to the main herd). A **small dog** protects a player against a **fox**. If a player throws a fox while he owns a small dog, his rabbits stay on his farm; but the small dog returns to the main herd. If a player throws a wolf, he loses all the animals except a horse and rabbits (if he had them before the wolf's attack, of course). A **big dog** protects a player against a **wolf**. If a player throws a wolf while he owns a big dog, his animals stay on the farm, but the big dog returns to the main herd.

7

FOR EXAMPLE:

If a player throws a wolf and a fox, but he has a small dog, he loses all his sheep, pigs and cows and keeps the horse and the rabbits.

ATTENTION! A big dog does not protect against a fox!

The end of game:

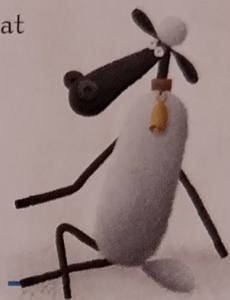
To become the Super Farmer a player has to be the first to own at least one of every animal; a rabbit, a sheep, a pig, a cow and a horse. The rest of the players may continue the game.



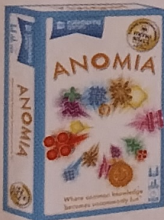
Hello!

We take great care producing our games, however if you find that you have a piece missing when you open the box, please let us know by emailing sales@coiledspring.co.uk

If you enjoyed Super Farmer then we know you'll enjoy the following games from Coiledspring Games:



Dodekka - the Elemental Game of Family Fun. Dodekka, meaning 12 in Greek, is the target number you want to avoid in this entertaining card game. This quick to learn and fun to play game has all the elements you need for a games session with your friends and family.



Anomia -

ANOMIA: (uh-No-mee-uh) - noun - 1) A problem with word finding or recall. 2) Chaos. 3) The game where common knowledge becomes uncommonly fun!

ANOMIA™ will have everyone laughing out loud. But Beware! While you may think giving an example of a type of shoe or an ice cream flavour might be easy, you will find that your brain works a little differently under pressure.

For more great games visit:
www.coiledspring.co.uk

GRANNA

33175/3